



"Jake The Brick"
1025-177
Final Board

Date 03/06/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 03/06/14
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Adam Muto

Storyboard by
Kent Osborne

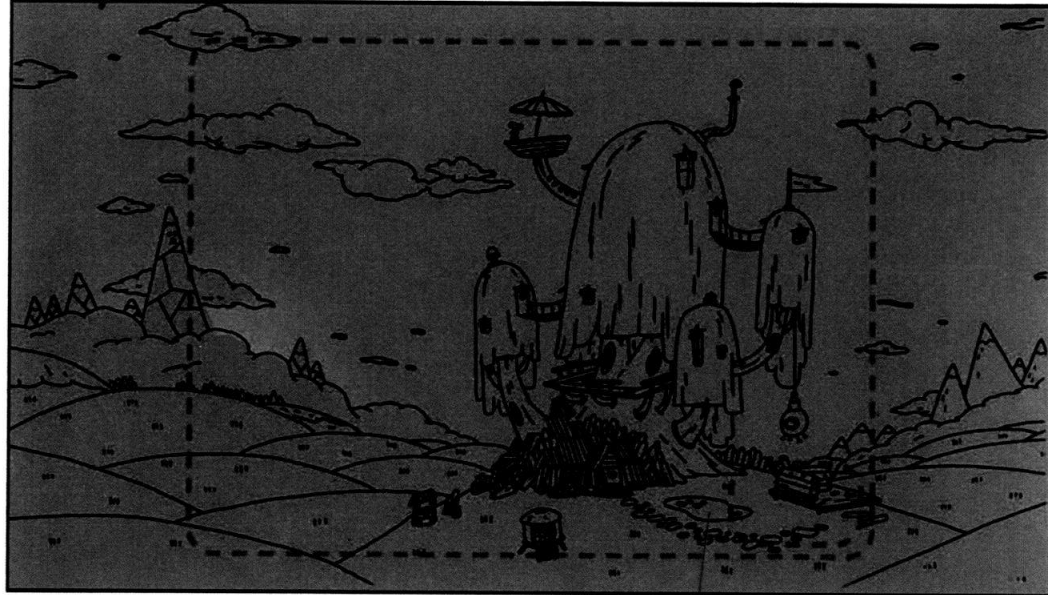
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ADVENTURE TIME

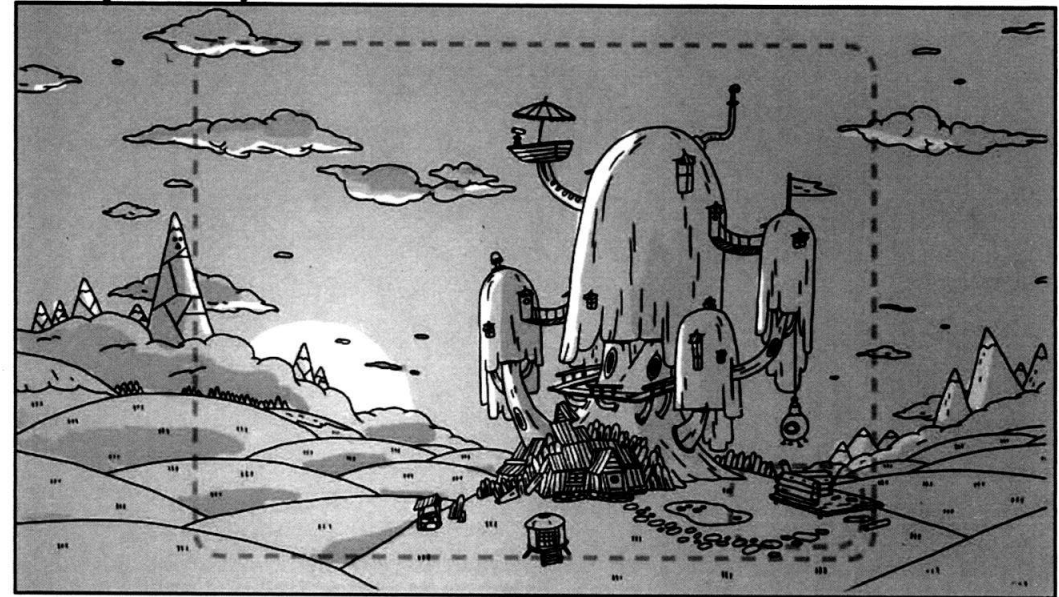


Page 1

Sc. 1 Pnl. A Bg. day night



Sc. 1 CONT Pnl. B Bg. day night



Dialog:

Pond

(MUSIC STARTS)

SFX/ Birds Chirping

Action:

- TREE HOUSE EARLY MORNING

- LIGHT BREAKS

Timing:

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EPISODE # 1025-177

Production :

1025/177

1025/177

Start

Ho Cut

He
cut

ADVENTURE TIME



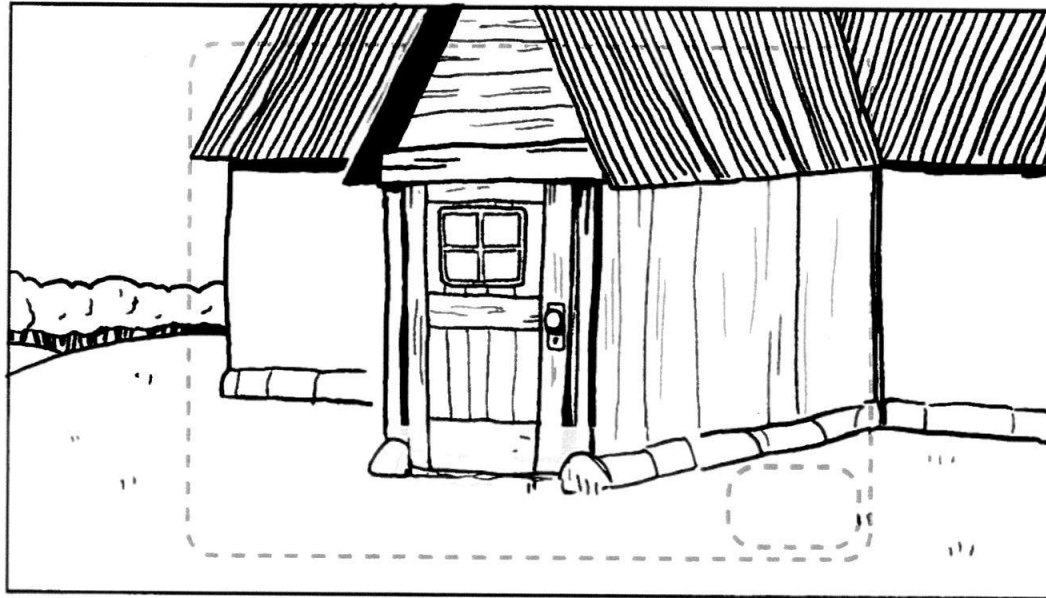
Page. 2

Sc. 2

Pnl. A

Bg.

day night

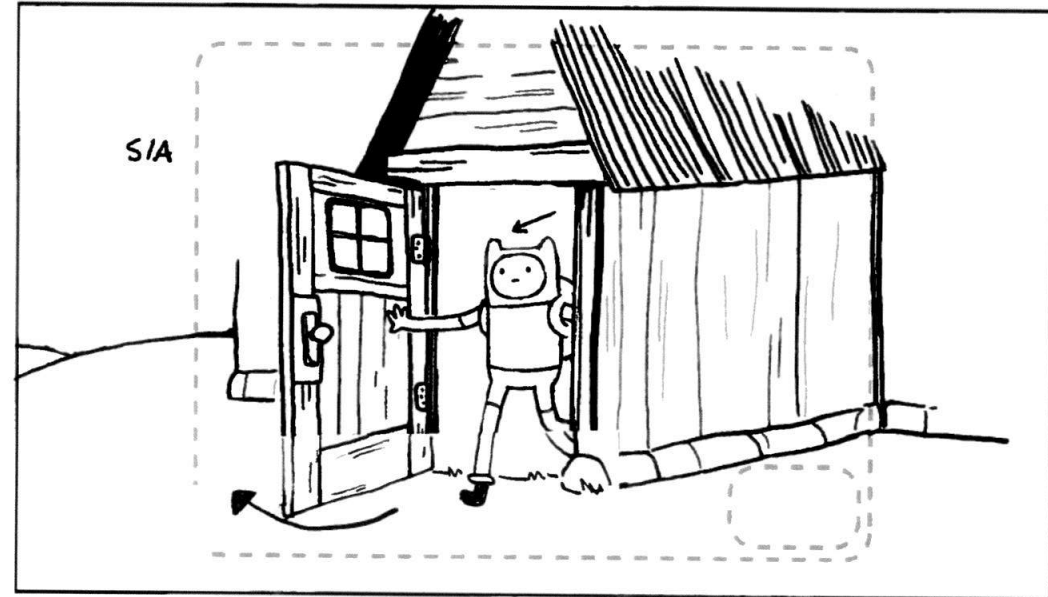


Sc. 2 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



Door swings
open

(B1)

SFX: * CREAK *

F PUSHES DOOR OPEN

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Production :

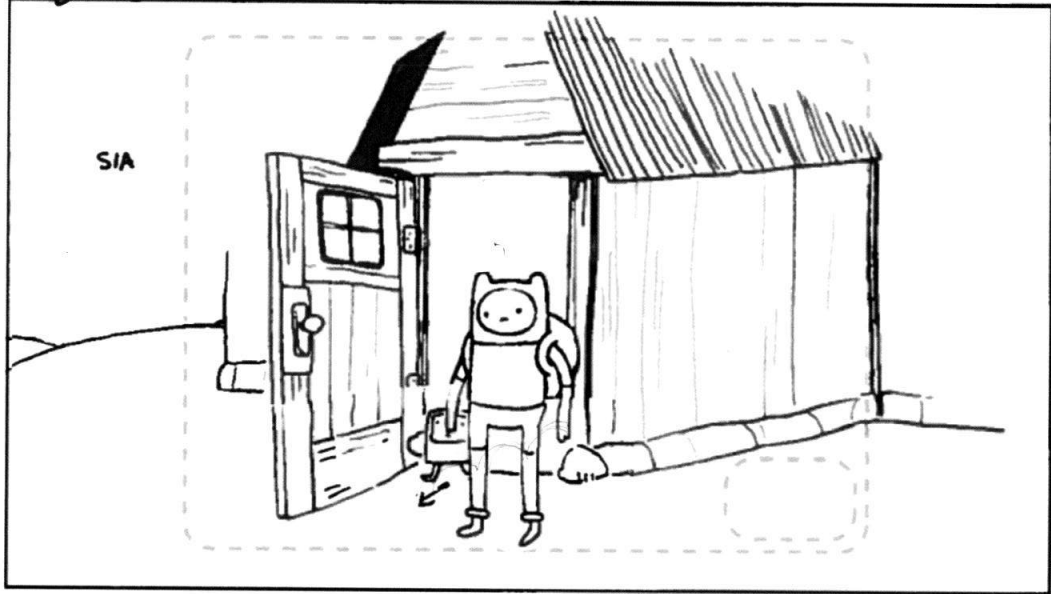
1025/177

1025/177

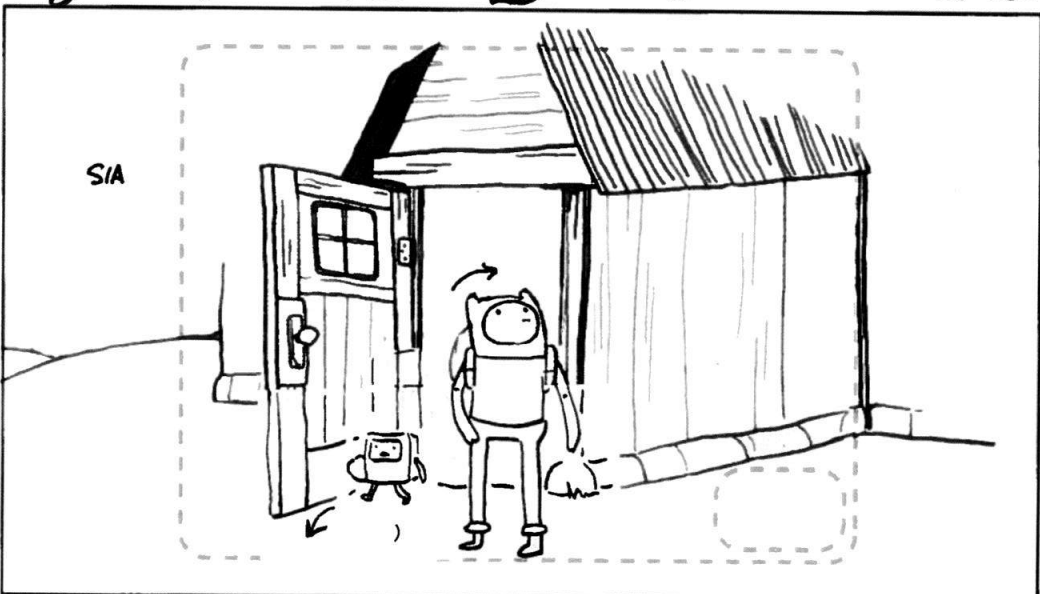
ADVENTURE TIME



Sc. 200T Pnl. C Bg. day night



Sc. 200T Pnl. D Bg. day night



Dialog:	
Action:	<ul style="list-style-type: none">- BMO ENTERS BEHIND F, HOLDING APPLE UNDER ARM- F LOOKS UP AT SKY TO CHECK WEATHER
Timing:	

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Production :

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ADVENTURE TIME



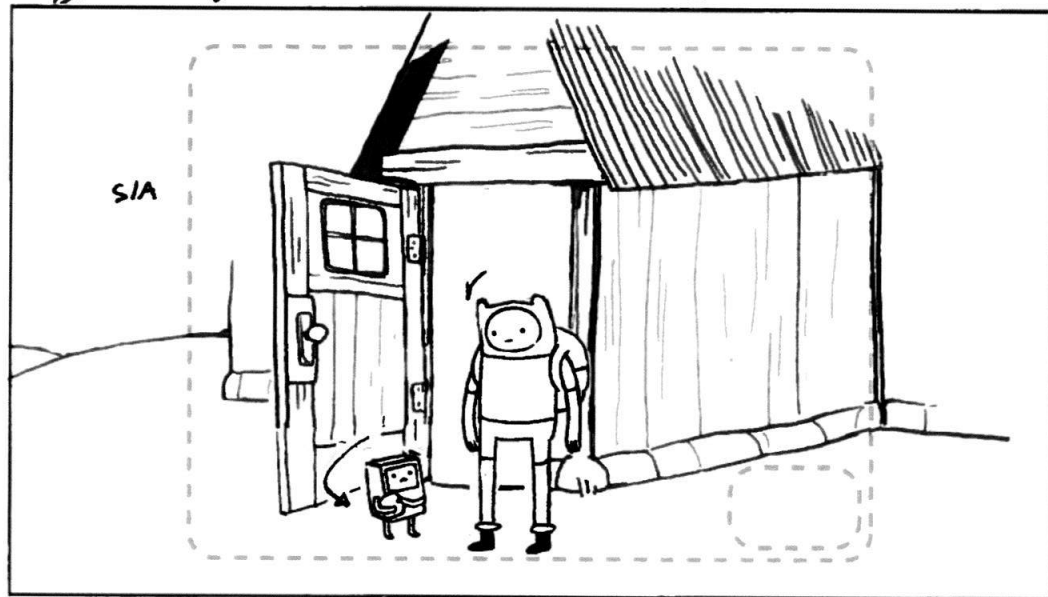
Page 4

Sc. 2 CONT

Pnl. E

Bg.

day night

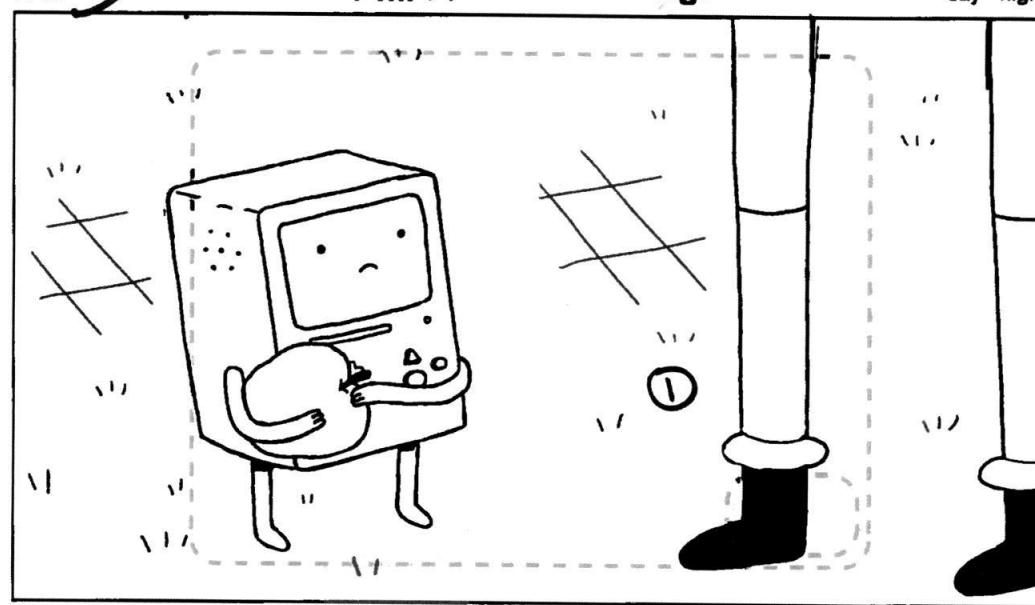


Sc. 3

Pnl. A

Bg.

day night



EPISODE # 1025-177

1025/177

Dialog:

Action:

- BMO STEPS FORWARD TO F
- F. LOOKS DOWN

Timing:



Production :
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ADVENTURE TIME



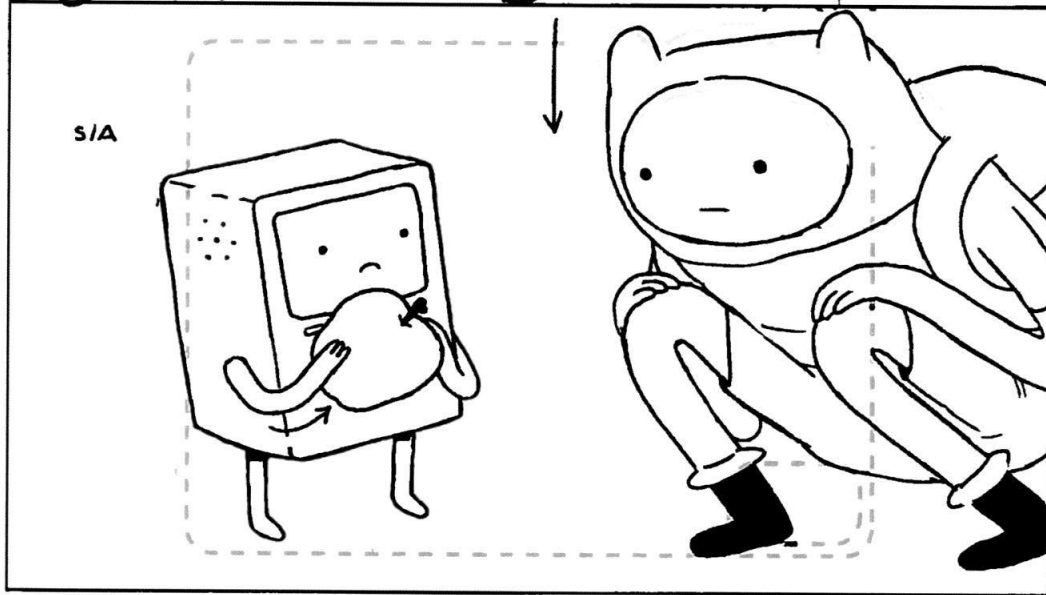
Page 5

Sc. 3 CONT

Pnl. B

Bg.

day night

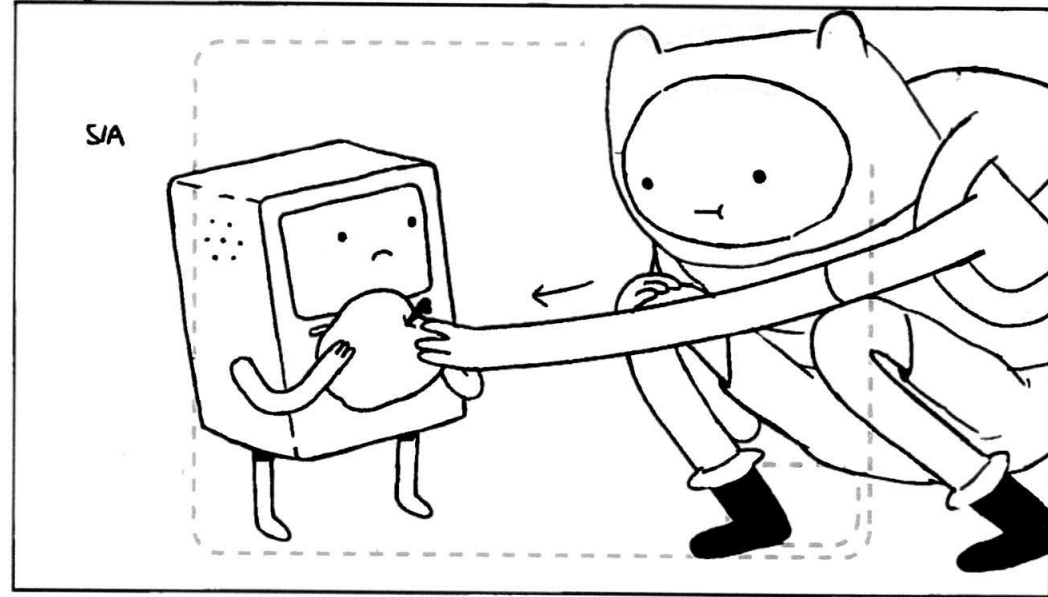


Sc. 3 CONT

Pnl. C

Bg.

day night



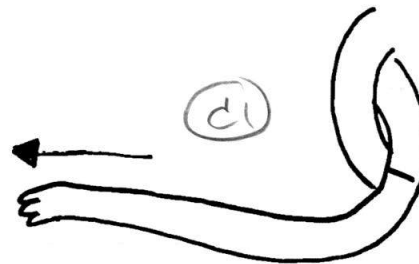
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Dialog:

Action:

- F SQUATS DOWN
- BMO HOLDS UP APPLE.

Timing:



- F GRABS APPLE

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Production :

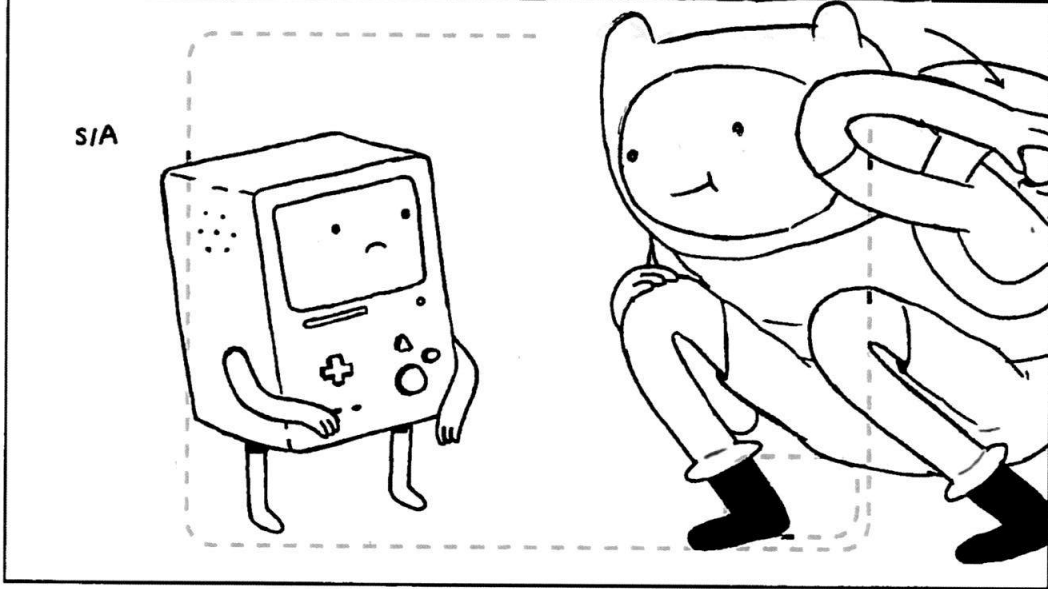
1025/177

1025/177

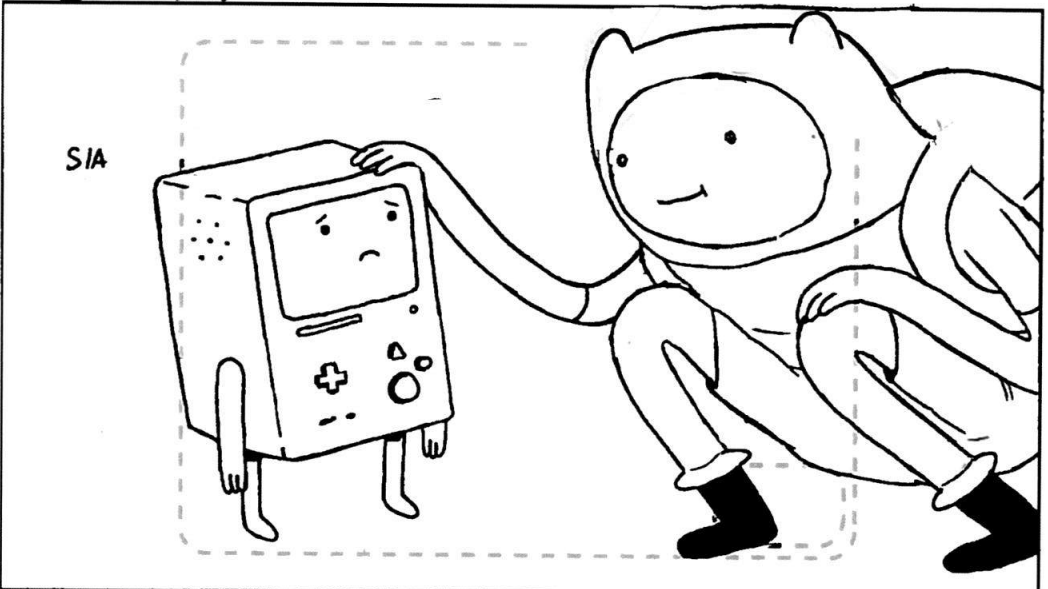
ADVENTURE TIME



Sc. 3 CONT Pnl. D Bg. day night



Sc. 3 CONT Pnl. E Bg. day night



Dialog:

Action:

- F. TUCKS APPLE INTO BAG.

Timing:

Dialog:

Action:

- F PATS BMO (A, B, A, B)

Timing:

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Production :

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1025/177

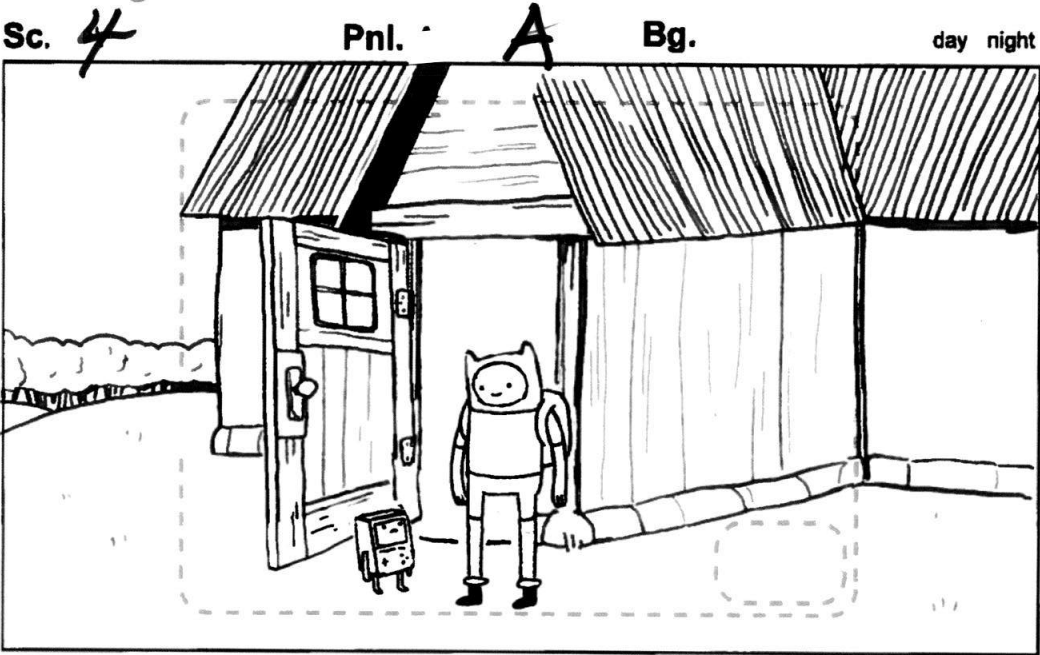
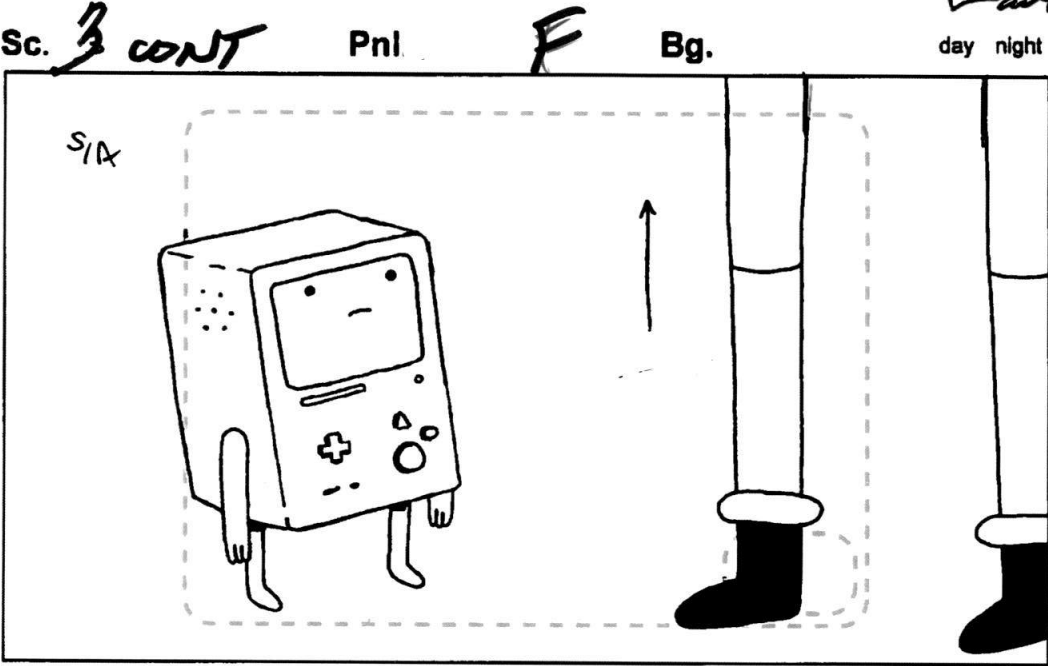
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ADVENTURE TIME



HU
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Dialog:	
Action:	
Timing:	

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Production :

ADVENTURE TIME



Page 8

Sc. *4 cont*

Pnl.

B

Bg.

day night

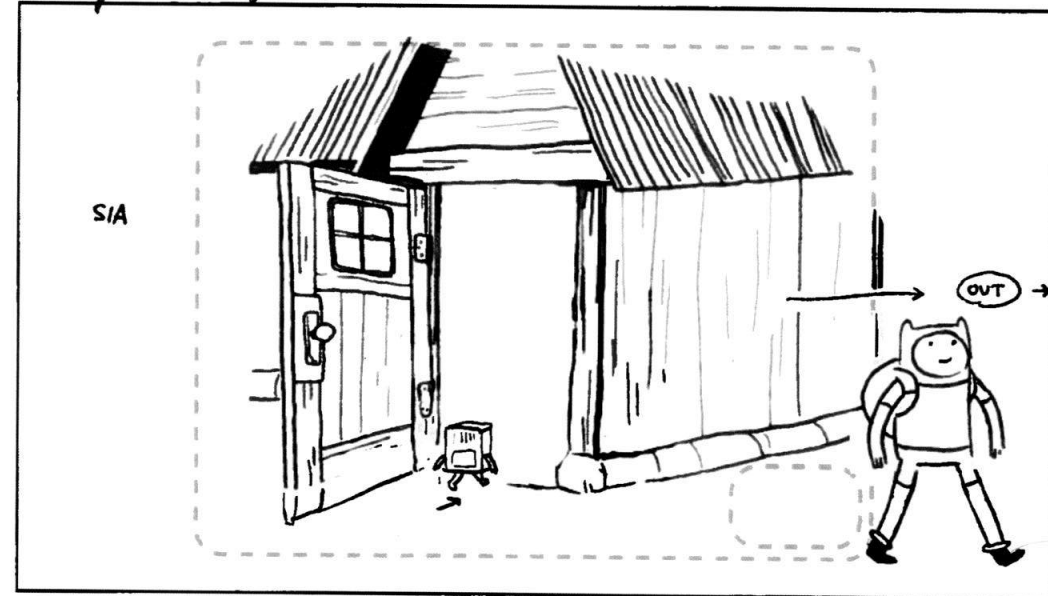
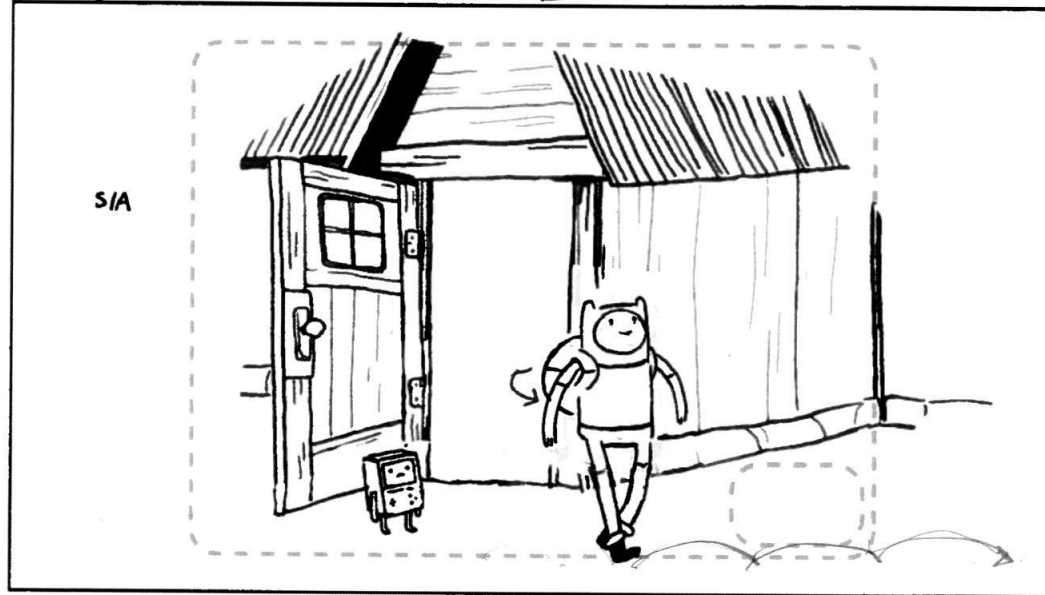
Sc. *4 cont*

Pnl

C

Bg.

day night



Dialog:

Action:

- BMO TURNS TOWARDS HOUSE.
- F EXITS

Timing:

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Production :

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ADVENTURE TIME



cut

Sc. *4 CONT*

Pnl. *D*

Bg.

day night

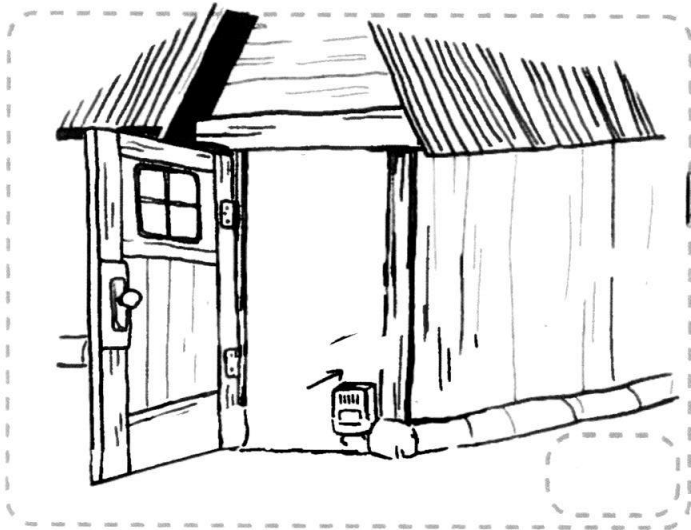
Sc. *4 CONT*

Pnl. *E*

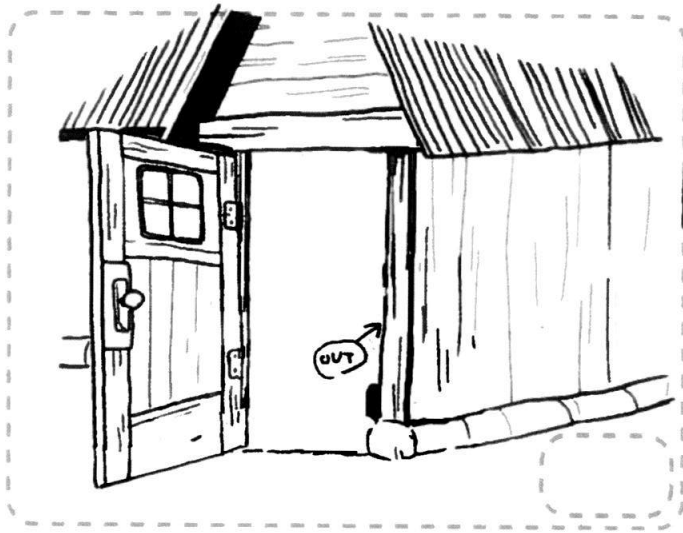
Bg.

day night

SIA



SIA



Dialog:

Action:

Timing:

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Production :

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1025/177

1025/177

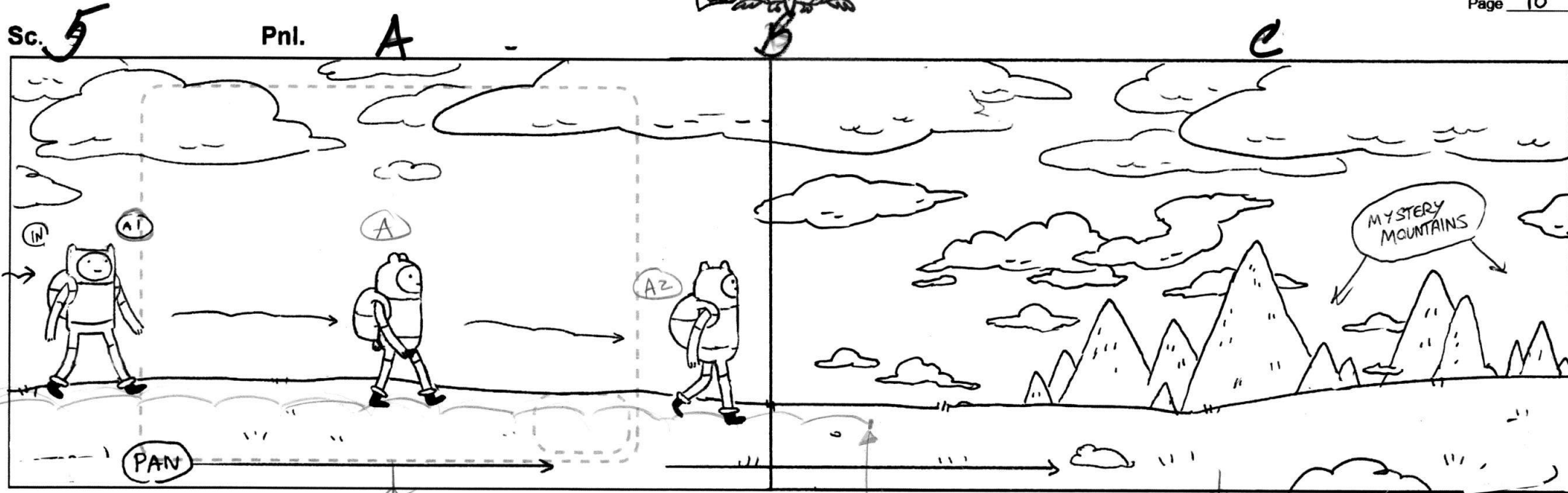
1025/177

Cut

ADVENTURE TIME



Page 10



Dialog:

Start

Pan Gains Ahead

Stop

End position
Fin (C)

Action:

- F WALKS ON/S,
- F WALKS THROUGH FRAME, CAM GAINS PAST HIM

Timing:

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Production :

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Cut

1025/177

ADVENTURE TIME



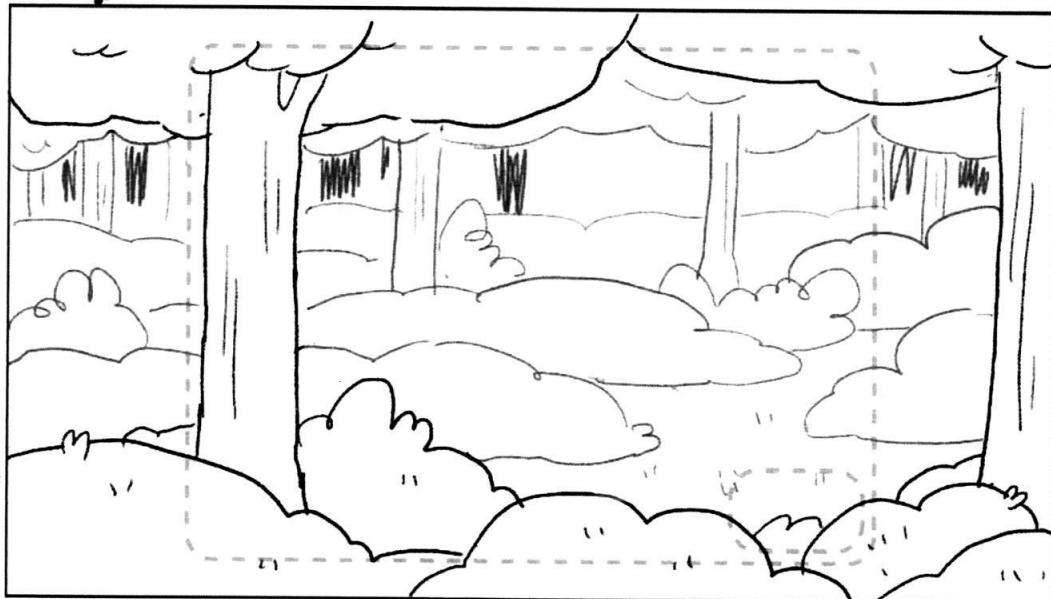
Page 11

Sc. **6**

Pnl. A

Bg.

day night

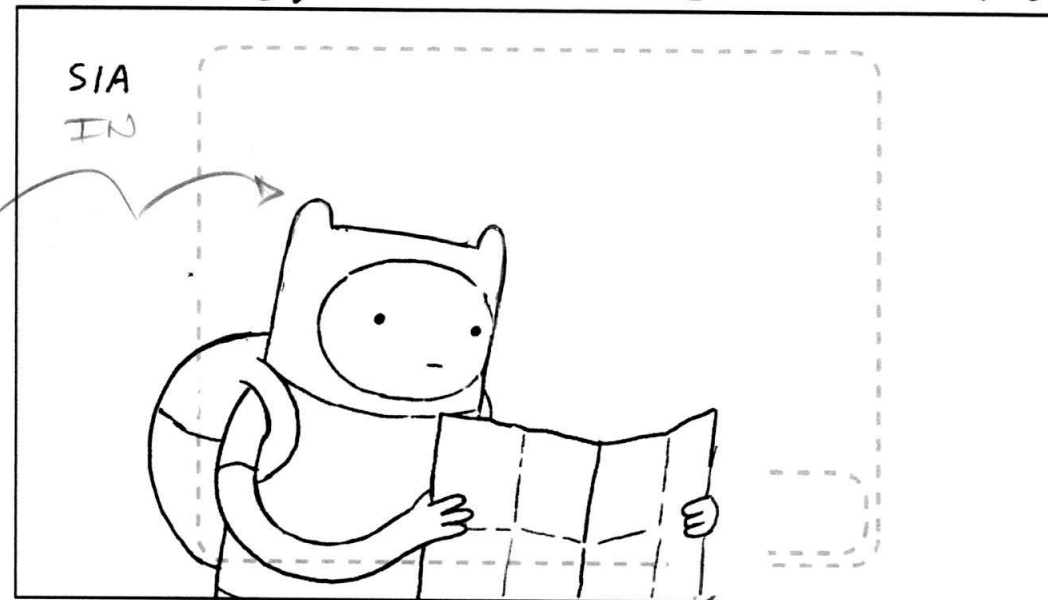


Sc. **6 CONT**

Pnl. B

Bg.

day night



Dialog:

Action:

- F WALKS ON/S LOOKING AT MAP

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Timing:

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ADVENTURE TIME



Page 12

Sc. 6 CONT Pnl. c

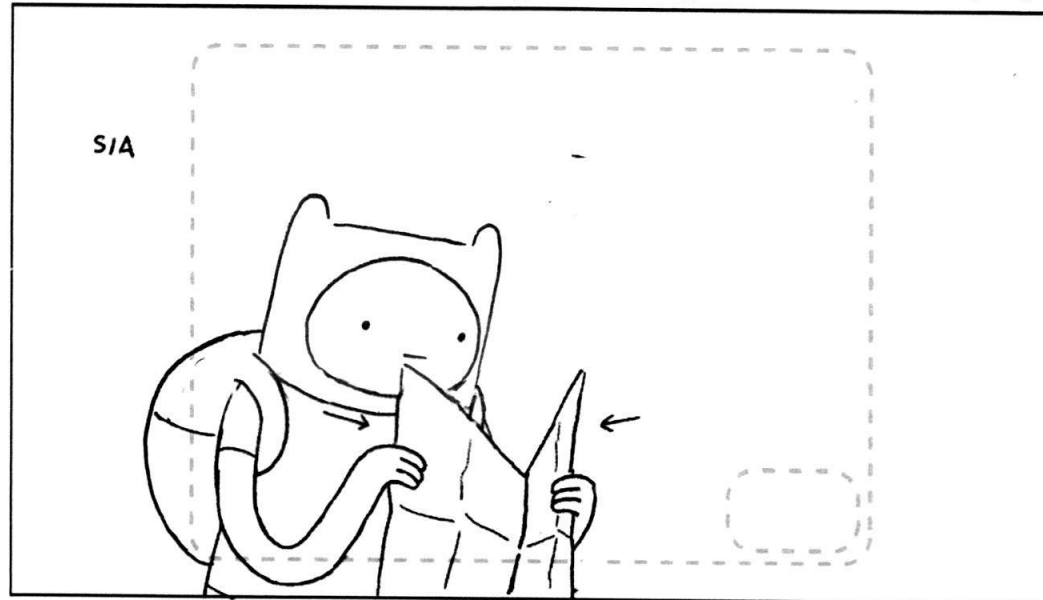
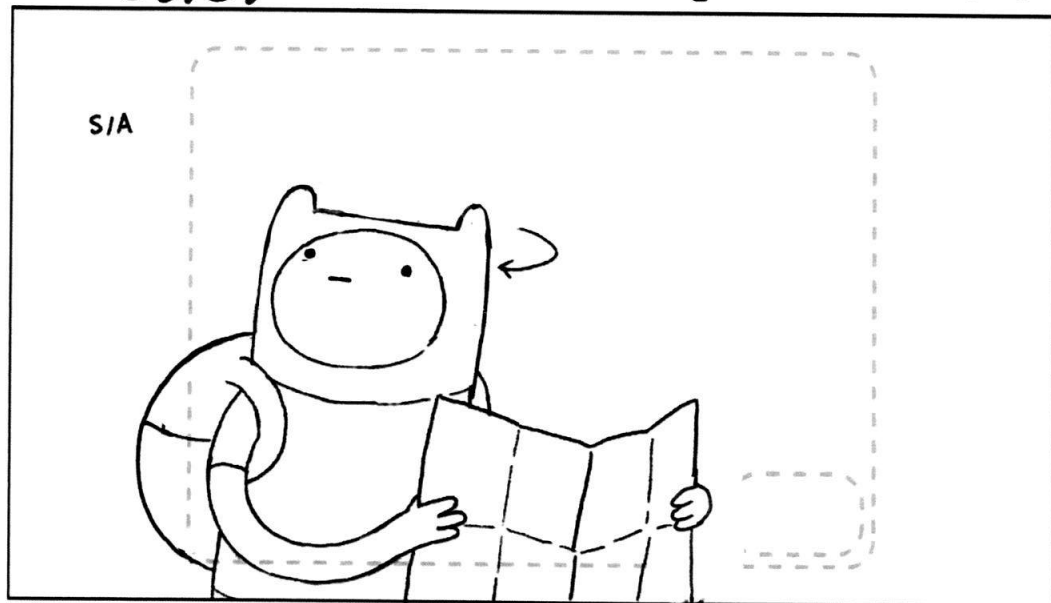
Bg.

day night

Sc. 6 CONT Pnl. D

Bg.

day night



Dialog:

Action:

- F STOPS AND LOOKS UP.

- F. FOLDS UP MAP.

Timing:



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Production :

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ADVENTURE TIME



Page 13

Sc. *6 CONT*

Pnl. *E*

Bg.

day night

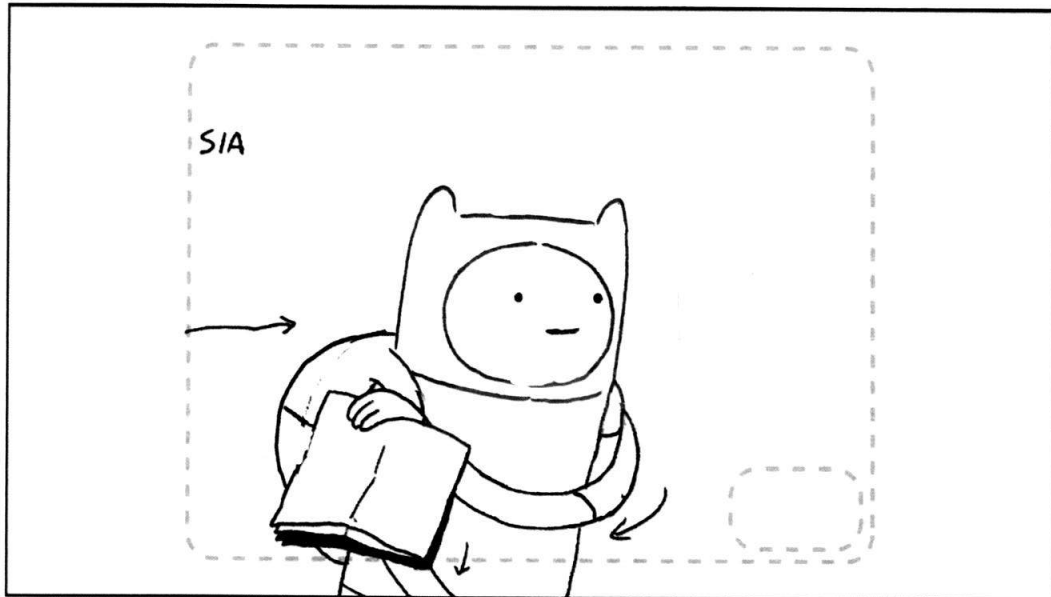
Sc. *6 CONT*

Pnl. *F*

Bg.

day night

Cut



Dialog:

Action:

F RESUMES WALKING

- F STUFFS MAP INTO BACKPACK.
AS HE WALKS OFF/S

Timing:

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Production :

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1025/177

ADVENTURE TIME



Sc. 7

Pnl. A

Bg.

day night

Page 14

14A NEXT
day night

A stop

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1025/177

Dialog:

(MUSIC CONT'D)

SFX / (WIND BLOWING)

Action:

- FINN CLIMBS UP HILL &
WALKS OFF SCREEN

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Timing:

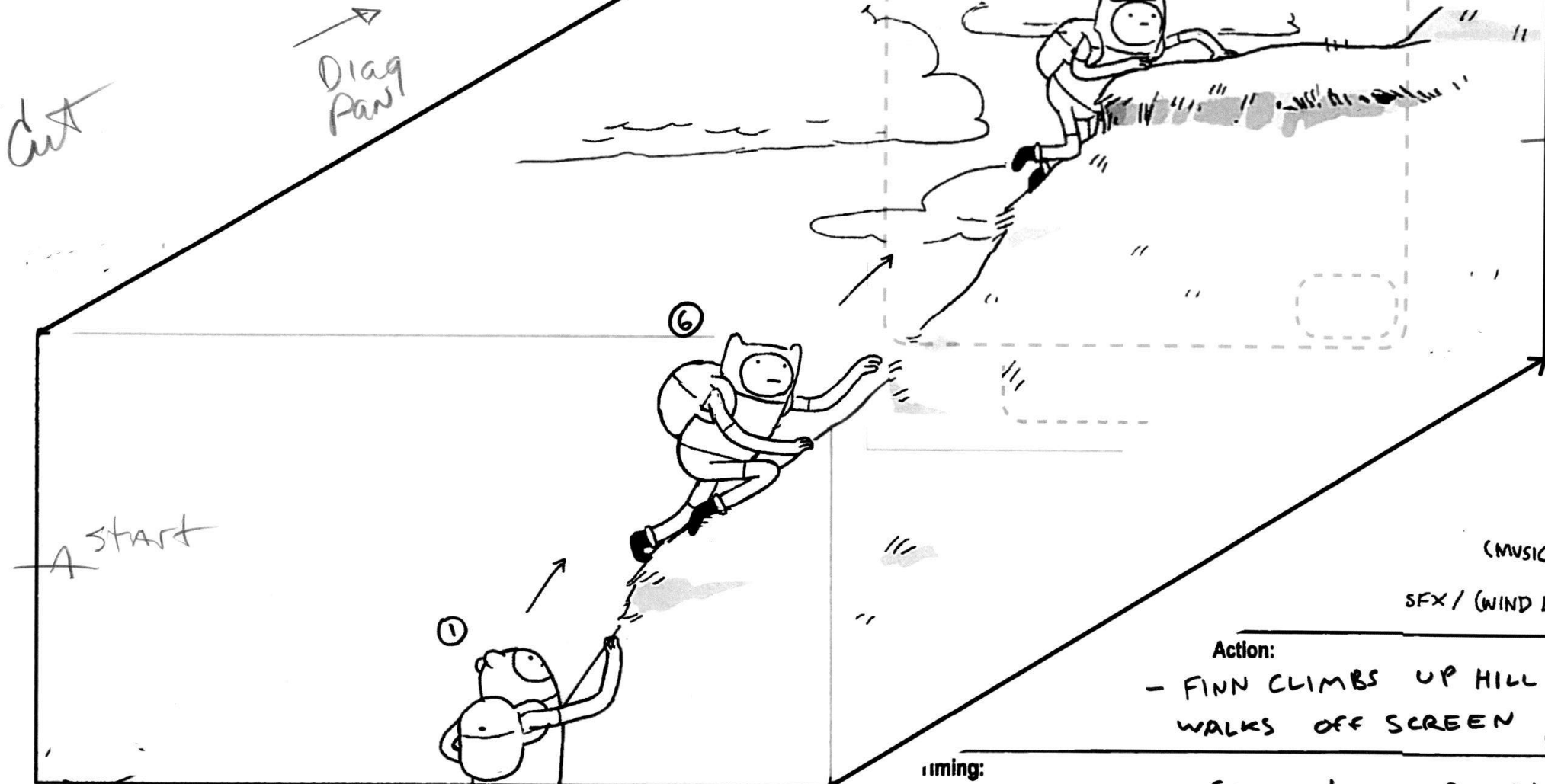
- See next pg. for additional
poses.

Production :

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Sc 7 POSES

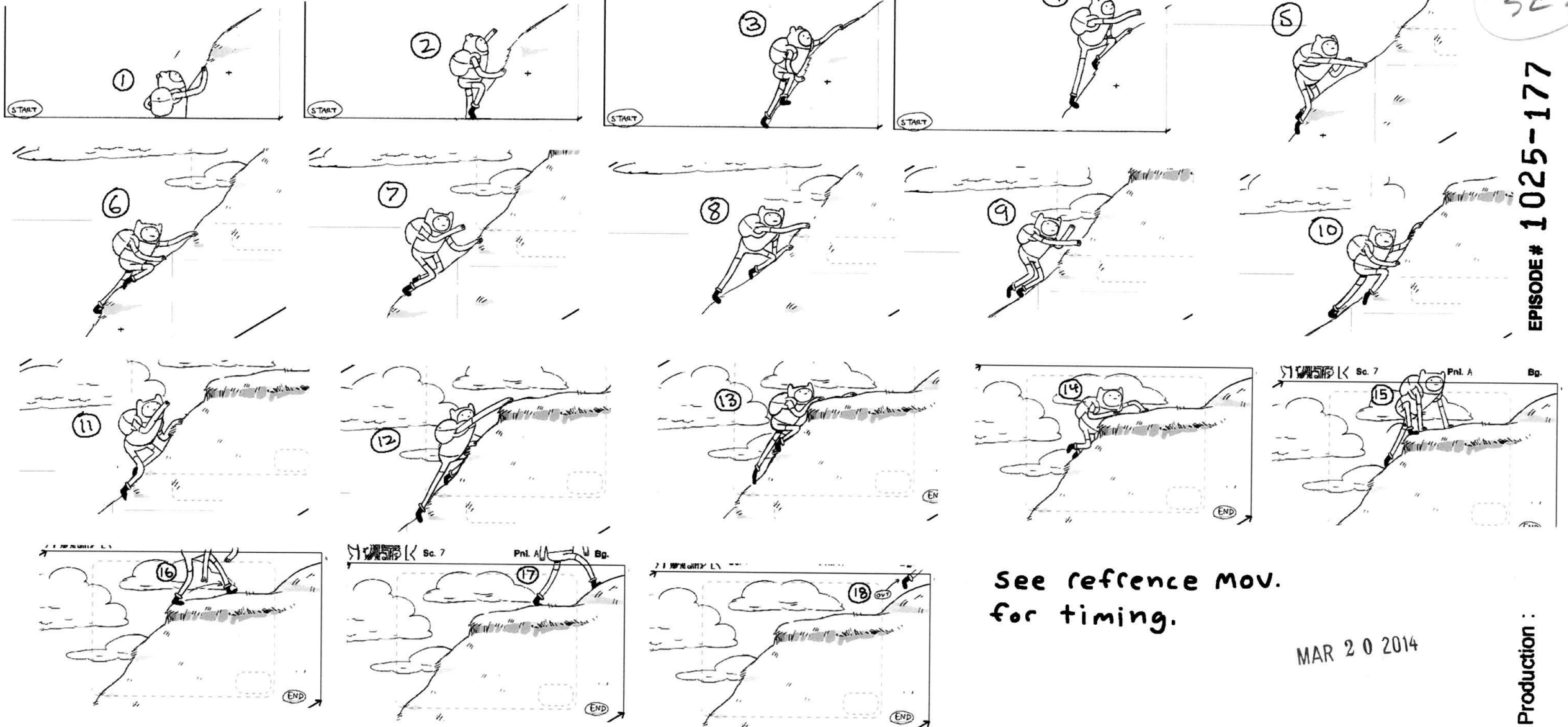
day night

age 14 A
15 NEXT
day night

Cut
Sc 7

EPISODE # 1025-177

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See reference mov.
for timing.

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Production :

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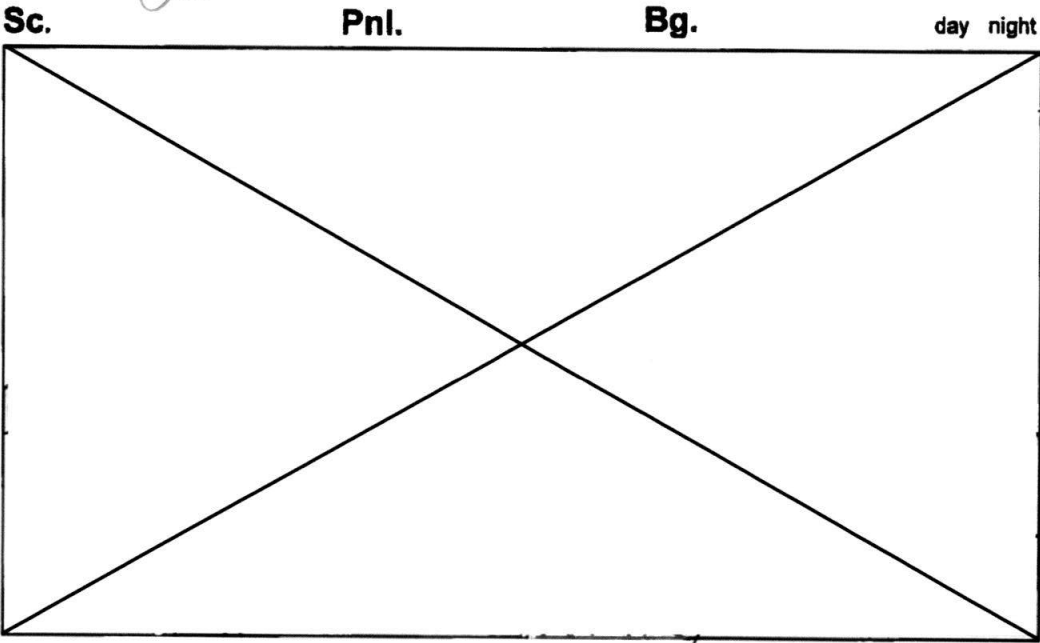
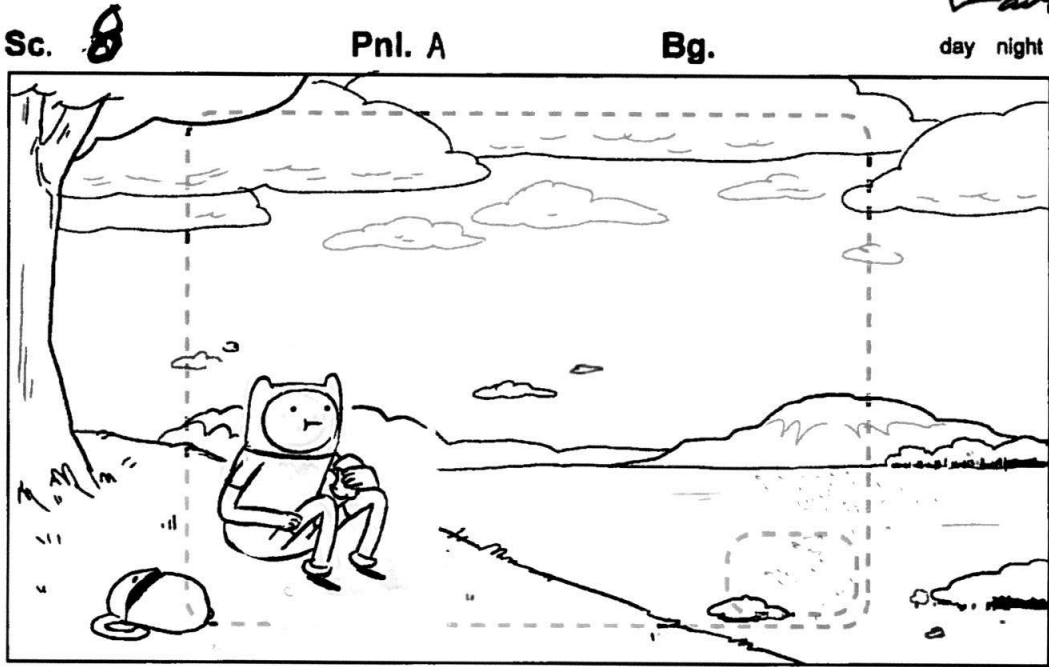
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Cut

ADVENTURE TIME



HW
Cut



Dialog:

Action: -F. SITS ON HILLTOP EATING AN APPLE.

Timing:

A D A D B C D C D

A1 A2 A3

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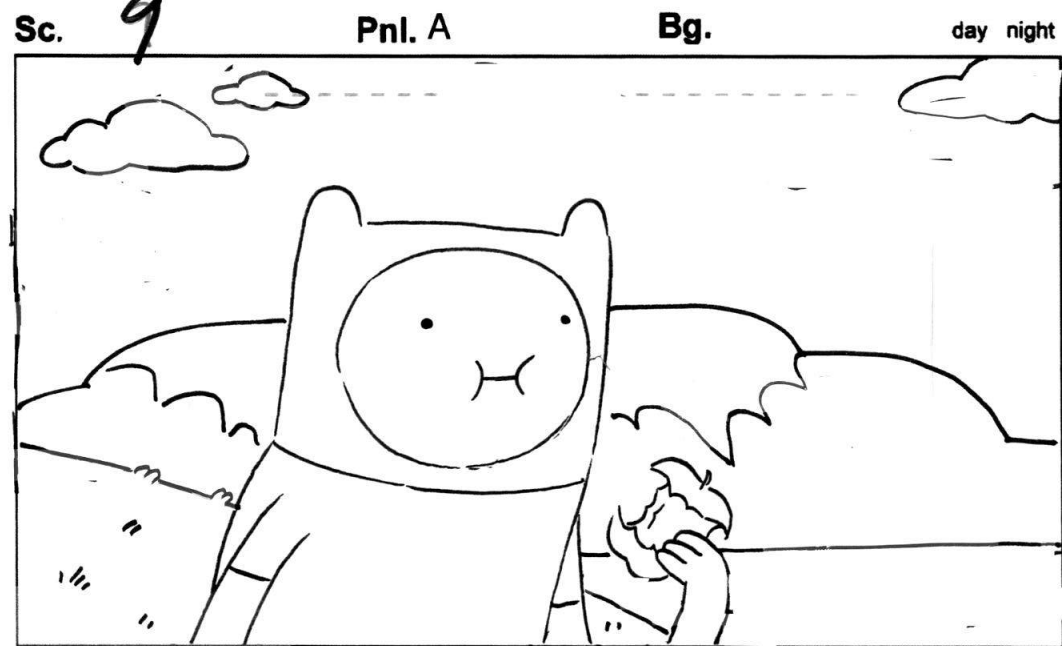
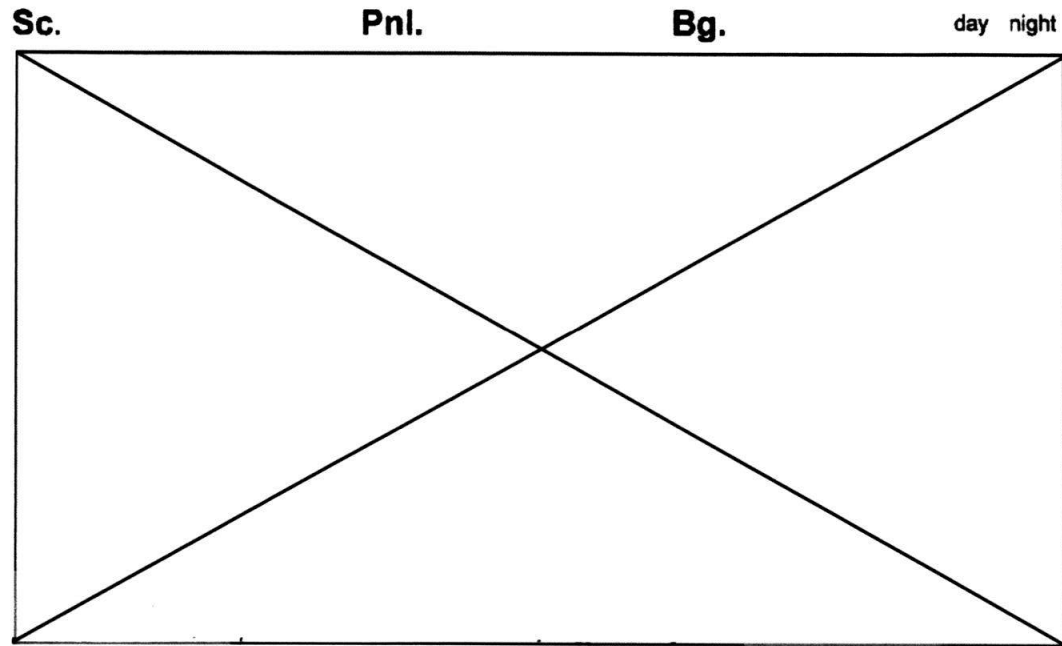
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ADVENTURE TIME



Hi Cut

Page 16



Dialog:

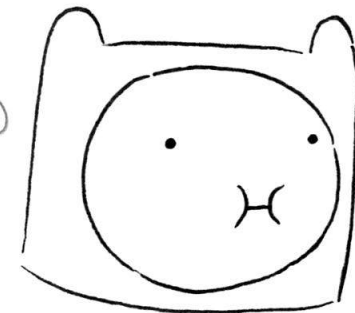
Action:

Timing:

F CHEWS APPLE

(A)/(AI)

(AI)



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Production :

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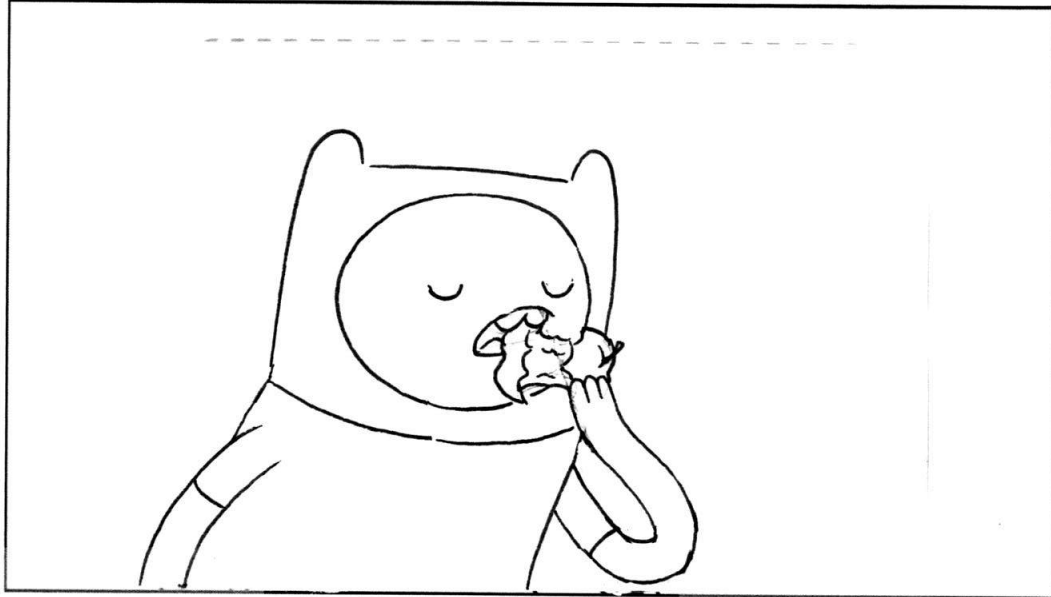
1025/177

ADVENTURE TIME

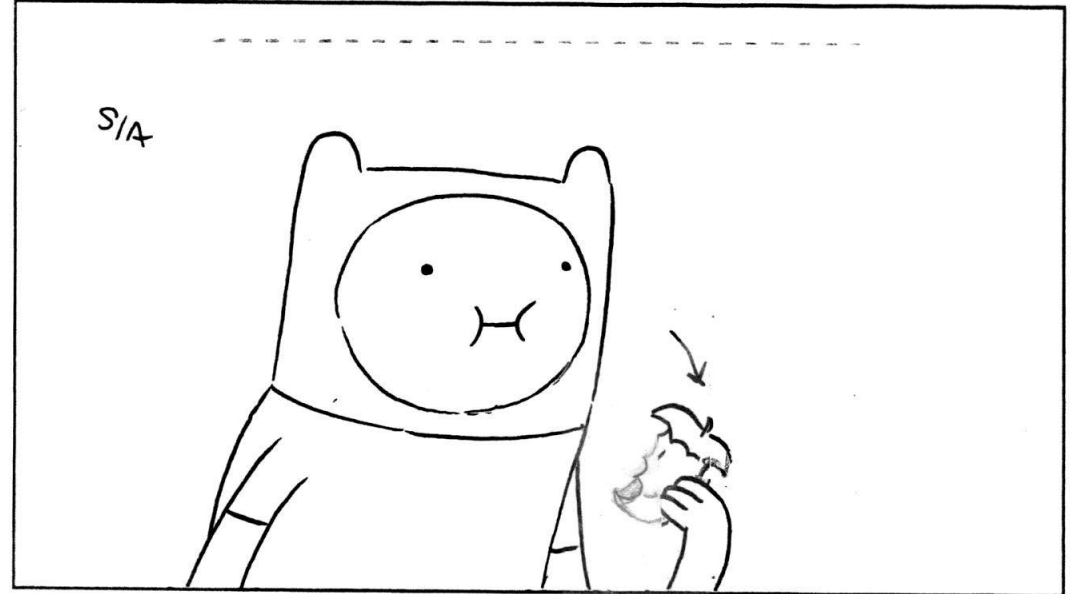


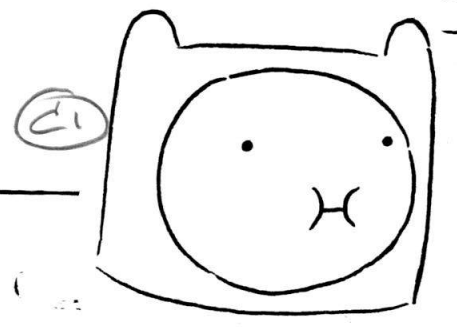
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Sc. *9 CONT* Pnl. B Bg. day night



Sc. *9 CONT* Pnl. C Bg. day night



Dialog:	
Action:	
F NIBBLES APPLE	
F CHEWS AGAIN (C/C1)	
Timing:	

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ADVENTURE TIME



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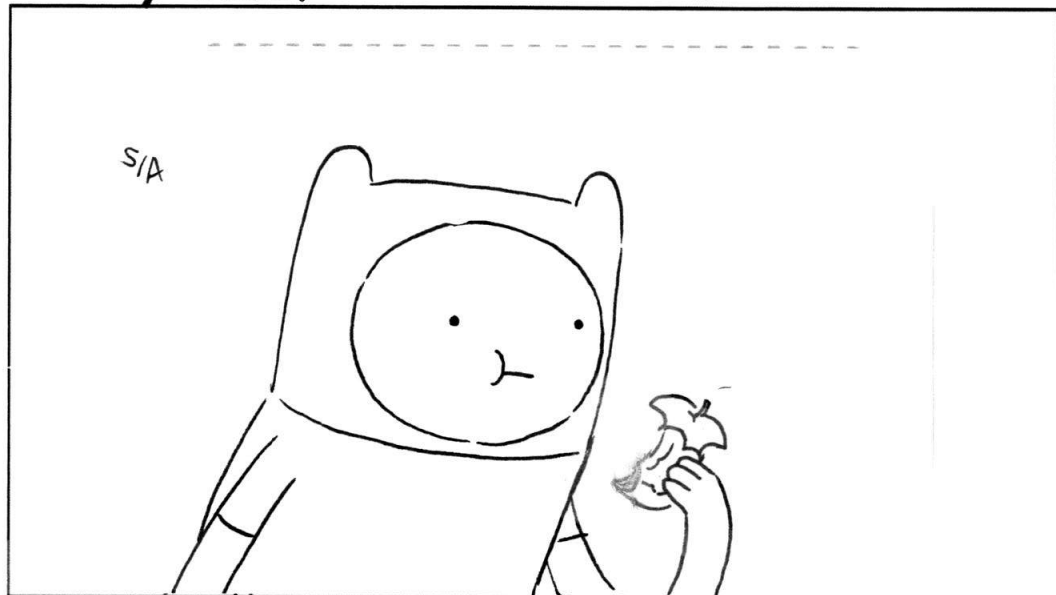
Sc.

9 CONT

Pnl. D

Bg.

day night



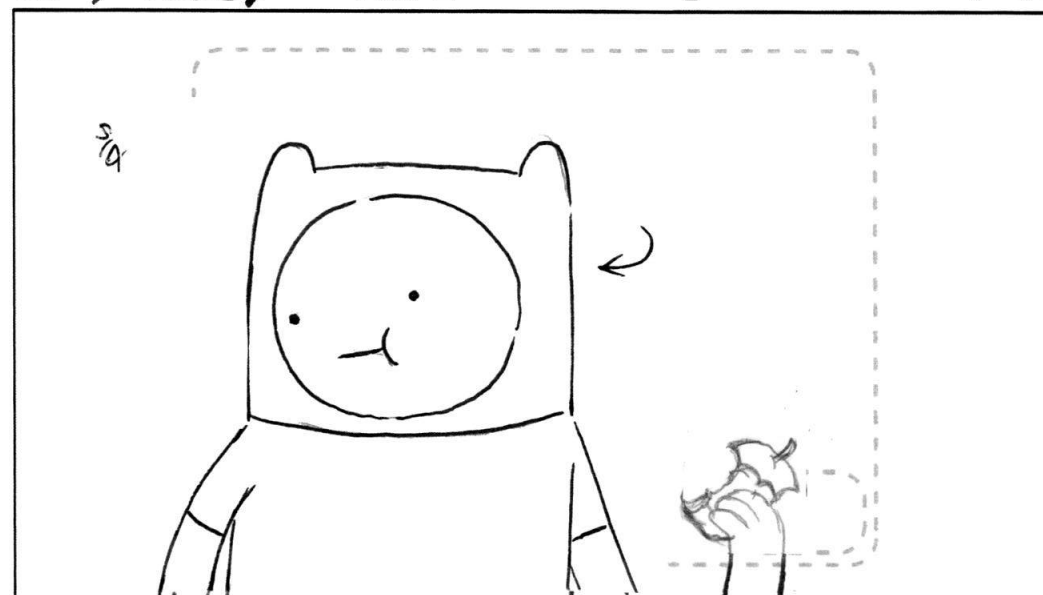
Sc.

9 CONT

Pnl. E

Bg.

day night



Dialog:

Action:

-FINN LOOKS AT SOMETHING OFF/S.

Timing:

MAR 20 2014

Production :

EPISODE # 1025-177

Ho
cut

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1025/177

1025/177

1025/177

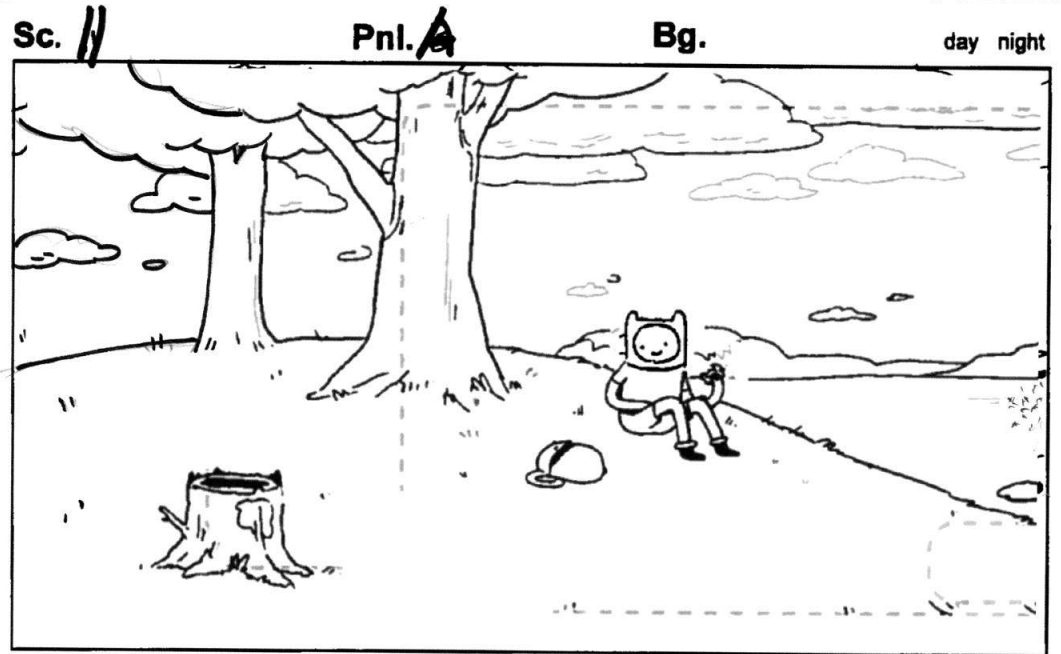
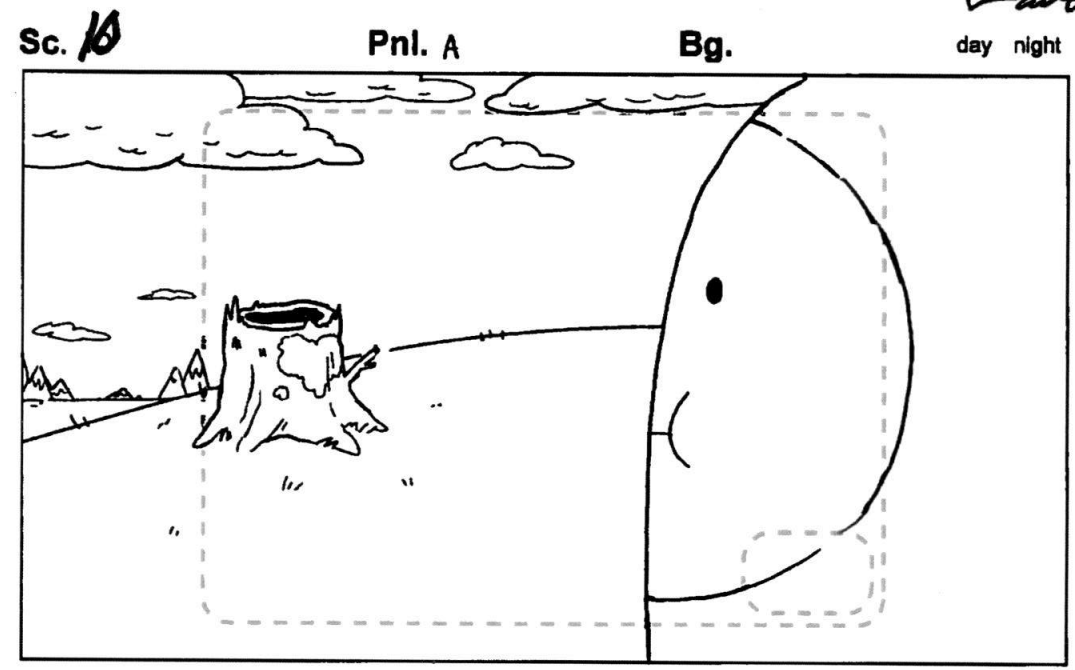
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HU
Cut

ADVENTURE TIME



HU
Cut



Dialog:
Action: - FINN STARES AT OLD STUMP.
Timing:

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Production :

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ADVENTURE TIME

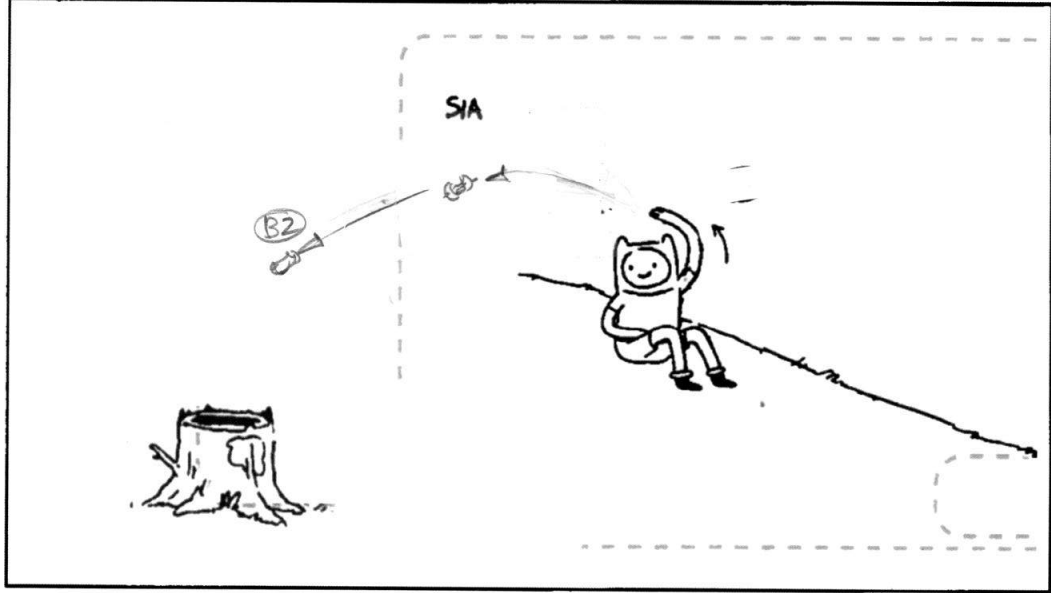


Sc. 11 CONT

Pnl. B

Bg.

day night

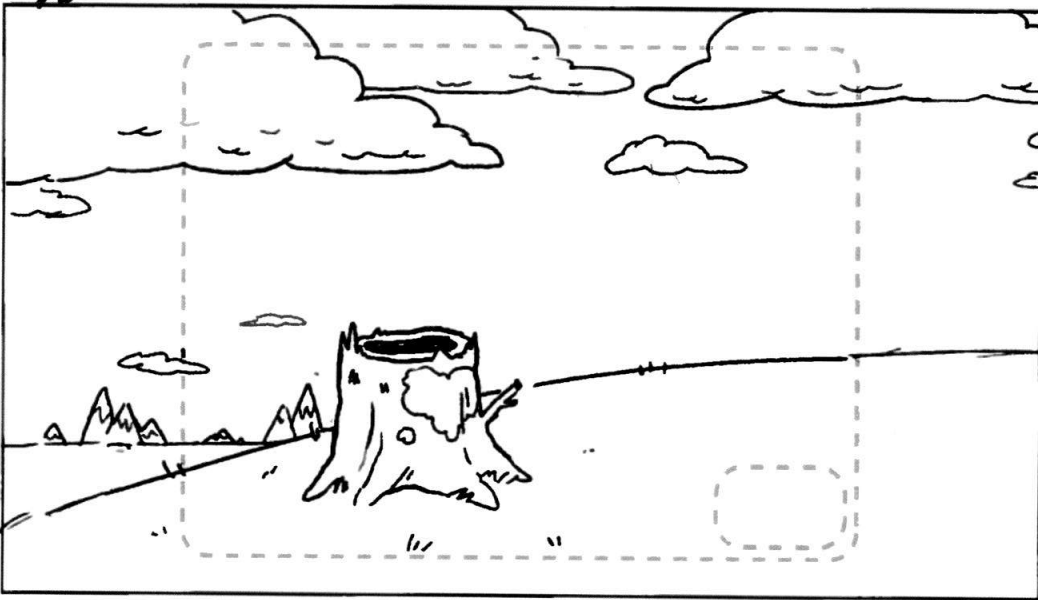


Sc. 12

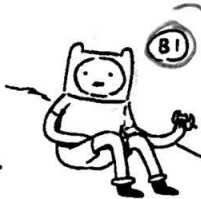
Pnl. A

Bg.

day night



Dialog:



Action:

F WINDS UP & THROWS APPLE

Timing:

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Production :

ADVENTURE TIME



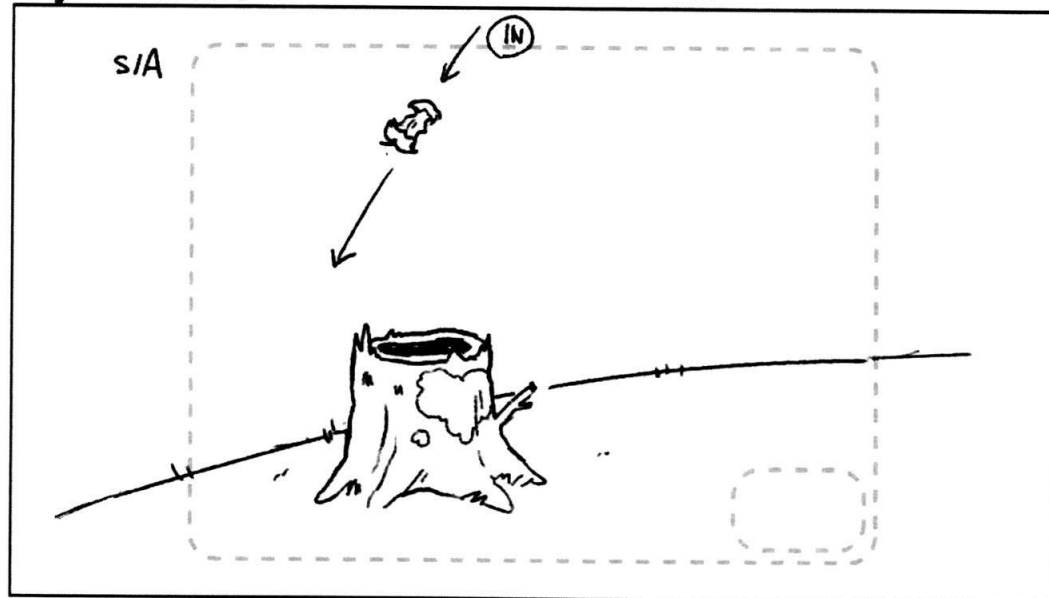
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Sc. 12 CONT

Pnl. B

Bg.

day night

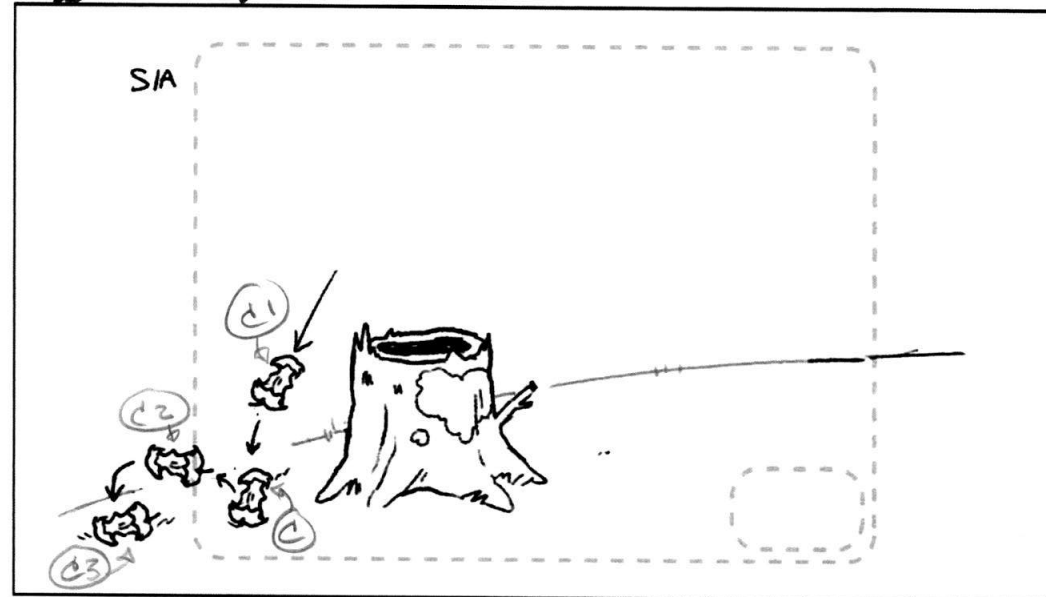


Sc. 13 CONT

Pnl. C

Bg.

day night



Dialog:

SFX: * THMP *

Action:

APPLE MISSES AND LANDS BESIDE STUMP

MAR 20 2014

Timing:

cut

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Production :

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ADVENTURE TIME



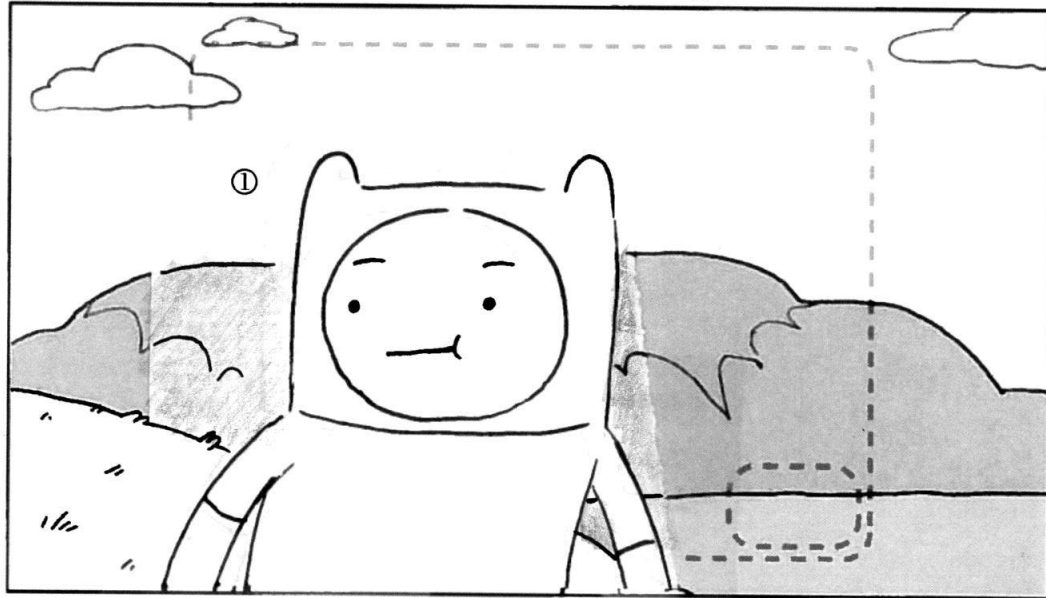
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Sc. 13

Pnl. A

Bg.

day night

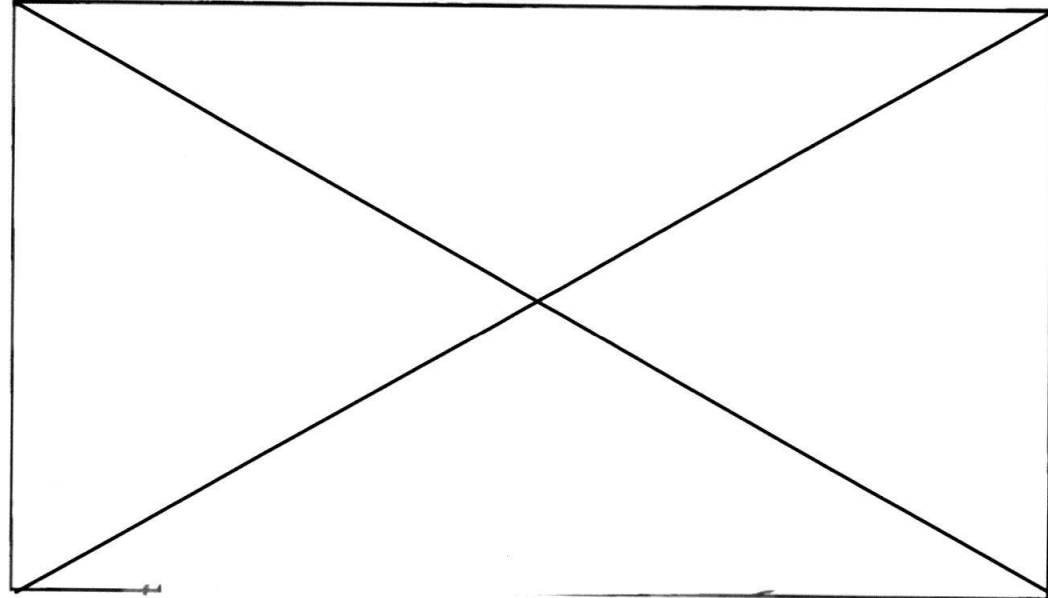


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:



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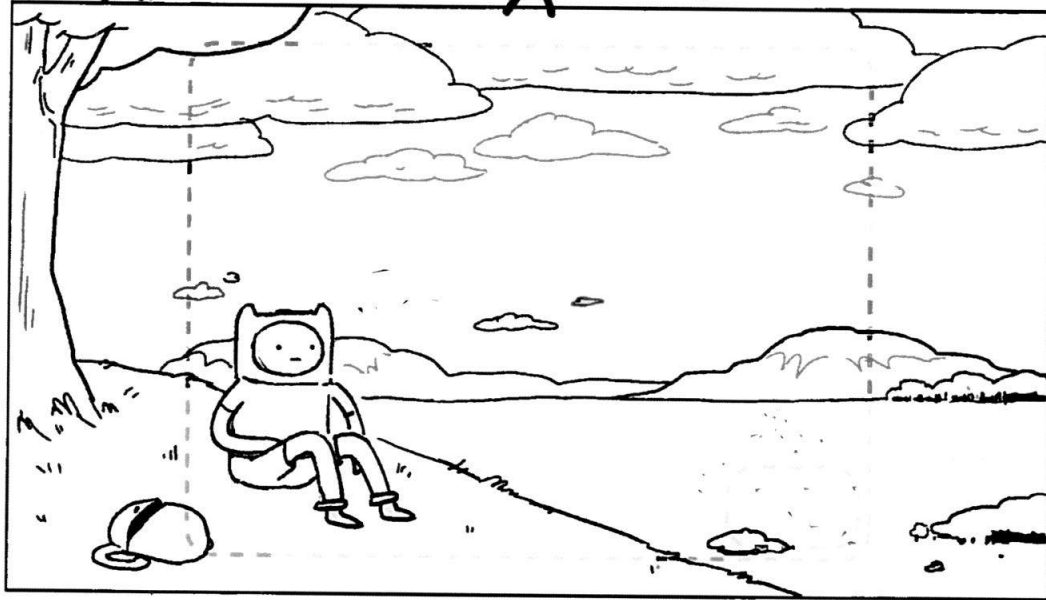
Ho
Cut

ADVENTURE TIME

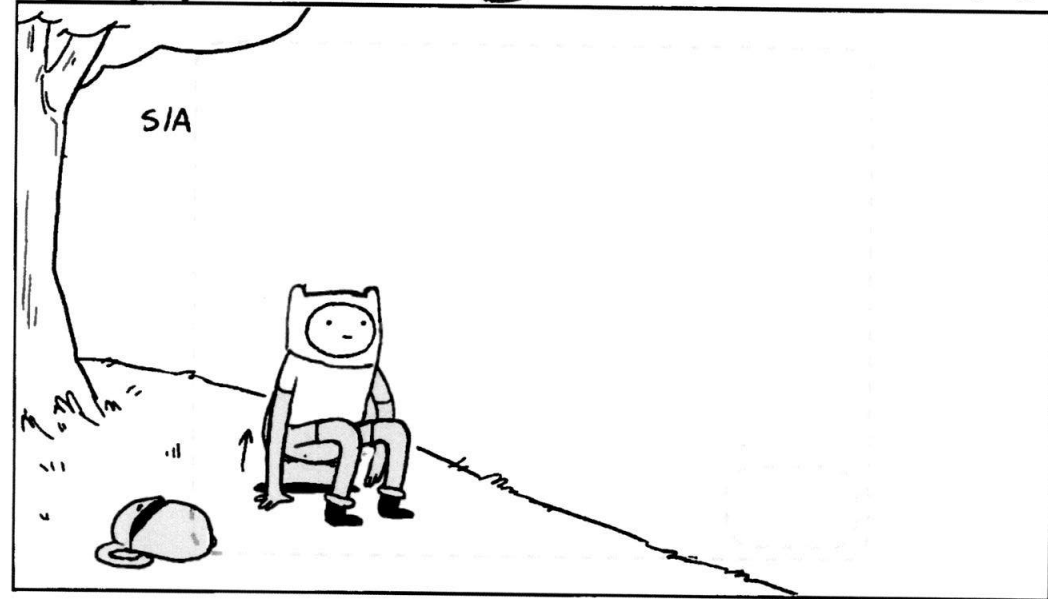


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Sc. 14 Pnl. A Bg. day night



Sc. 14 cont Pnl. B Bg. day night



Dialog:



Action:

- F. GETS UP.

Timing:

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Production :

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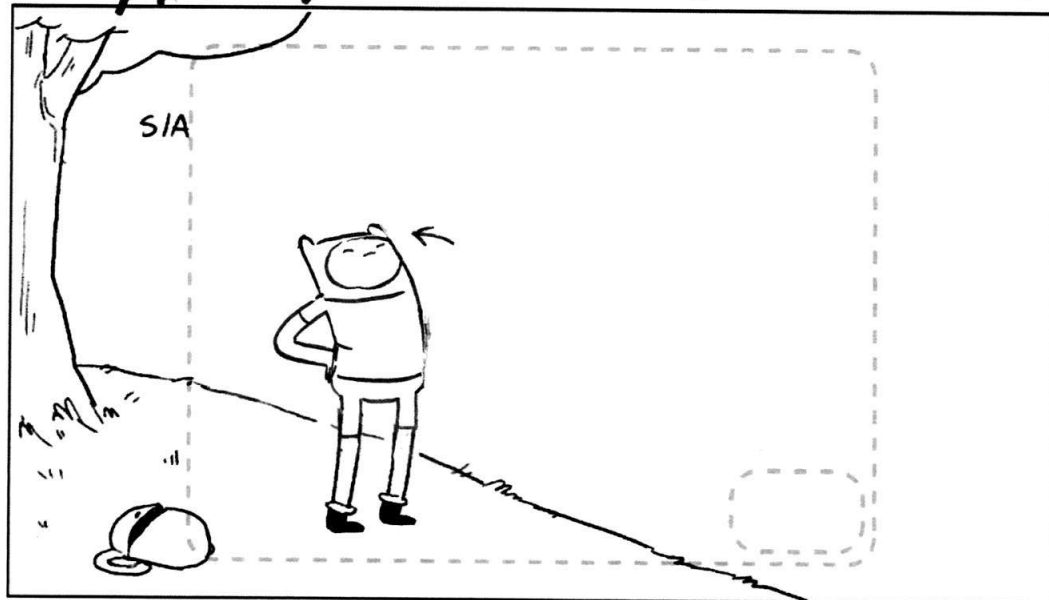
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ADVENTURE TIME

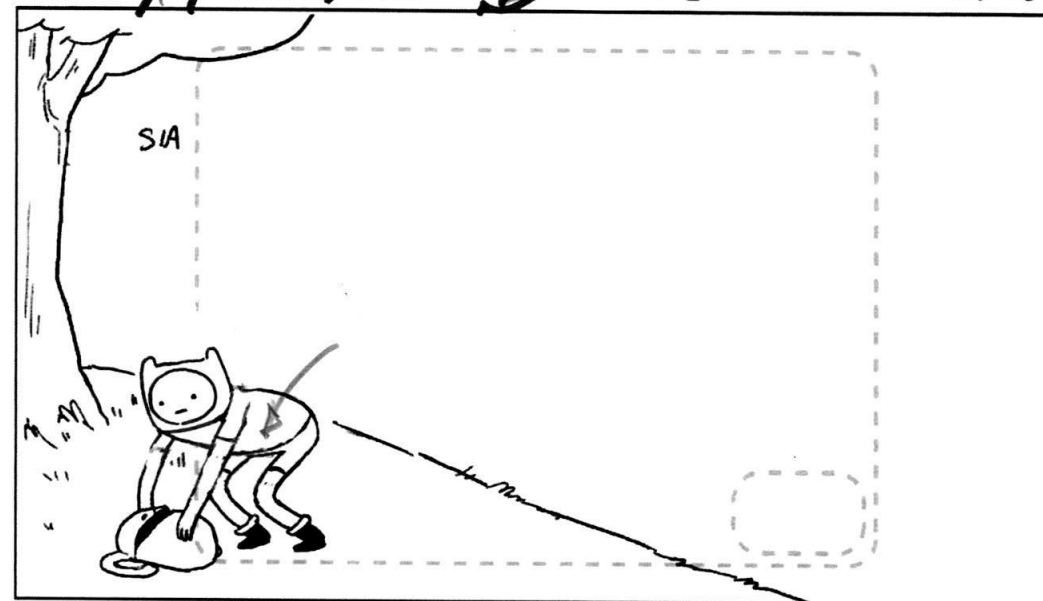


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Sc. *14 cont* Pnl. *C* Bg. day night



Sc. *14 cont* Pnl. *D* Bg. day night



Dialog:	<i>(C)</i>
Action:	<i>F STRETCHES</i>
Timing:	<i>(D)</i>

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Production :

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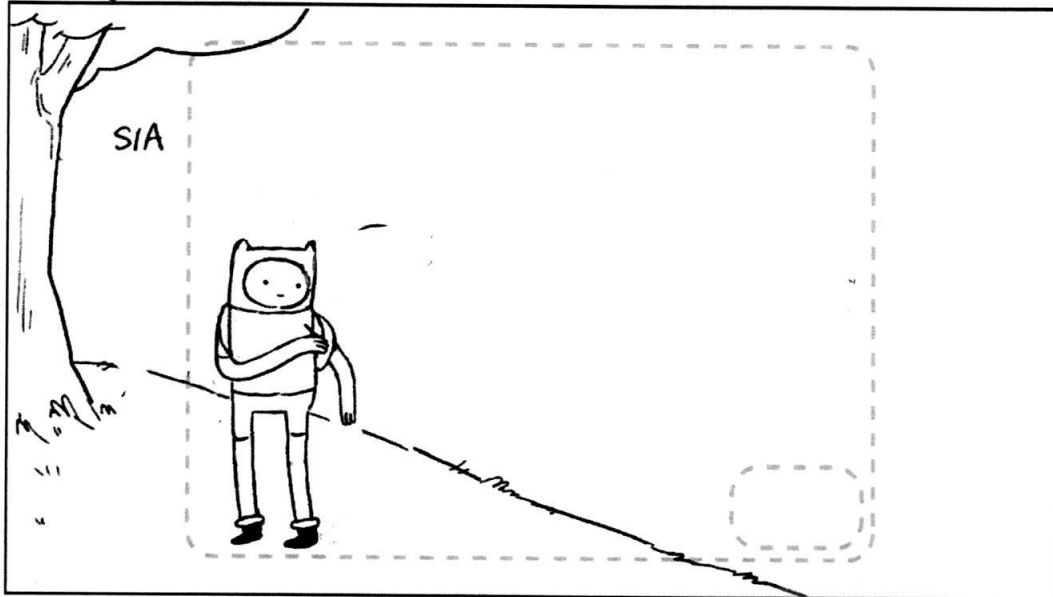
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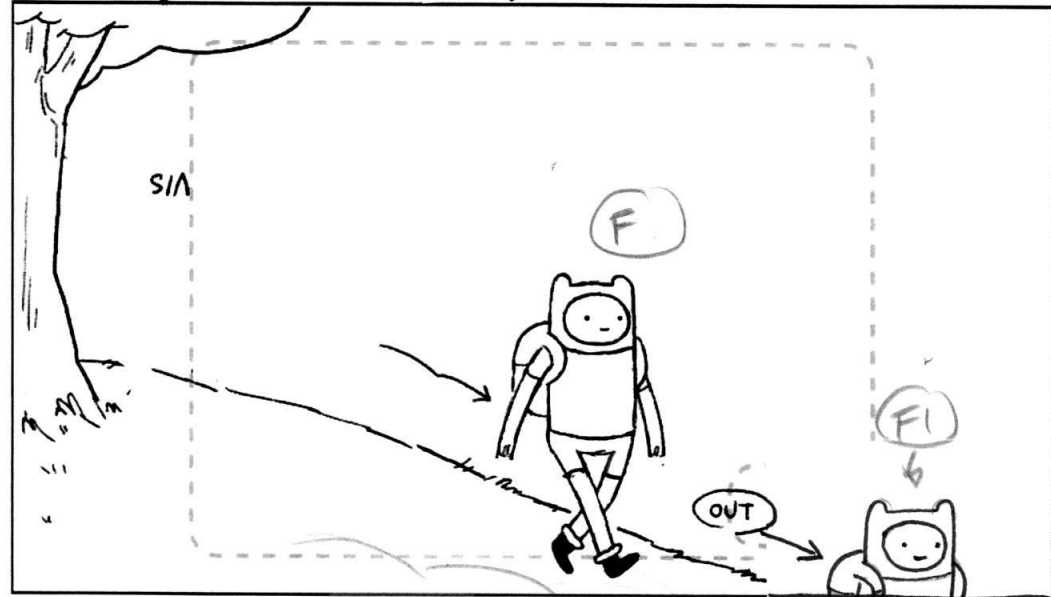


NO SC
15

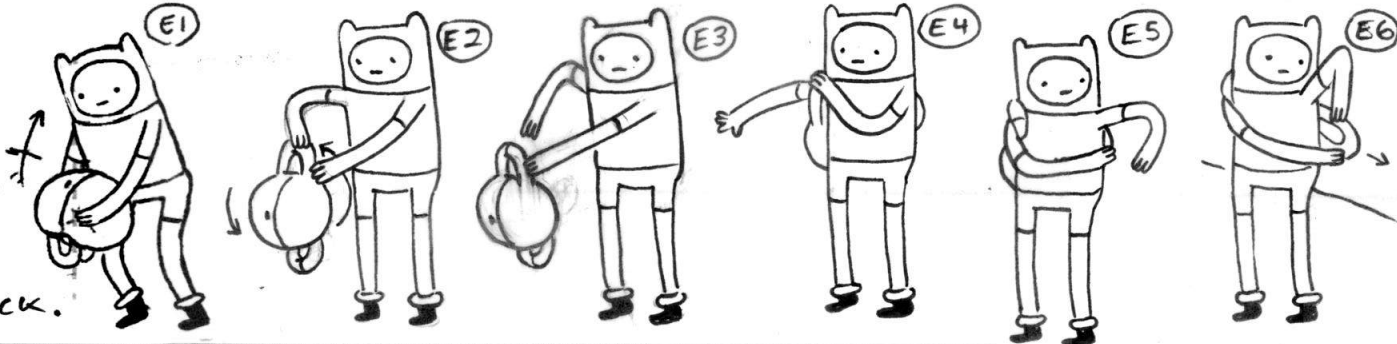
Sc. 14 CONT Pnl. E Bg. day night



Sc. 14 CONT Pnl. F Bg. day night



Dialog:



Action:
- F PUTS
ON HIS
BACK PACK.

- F WALKS OFF/S
MAR 20 2014

Timing:

Page 25
NO PGS 26-27
day night

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Production :

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ADVENTURE TIME



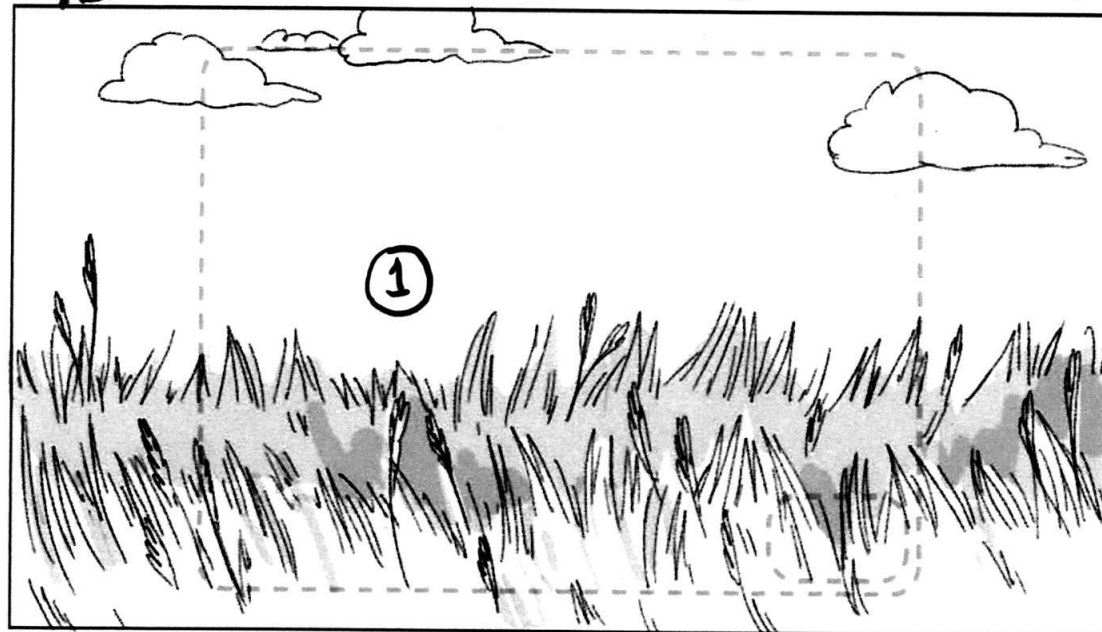
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Sc. 16

Pnl. A

Bg.

day night

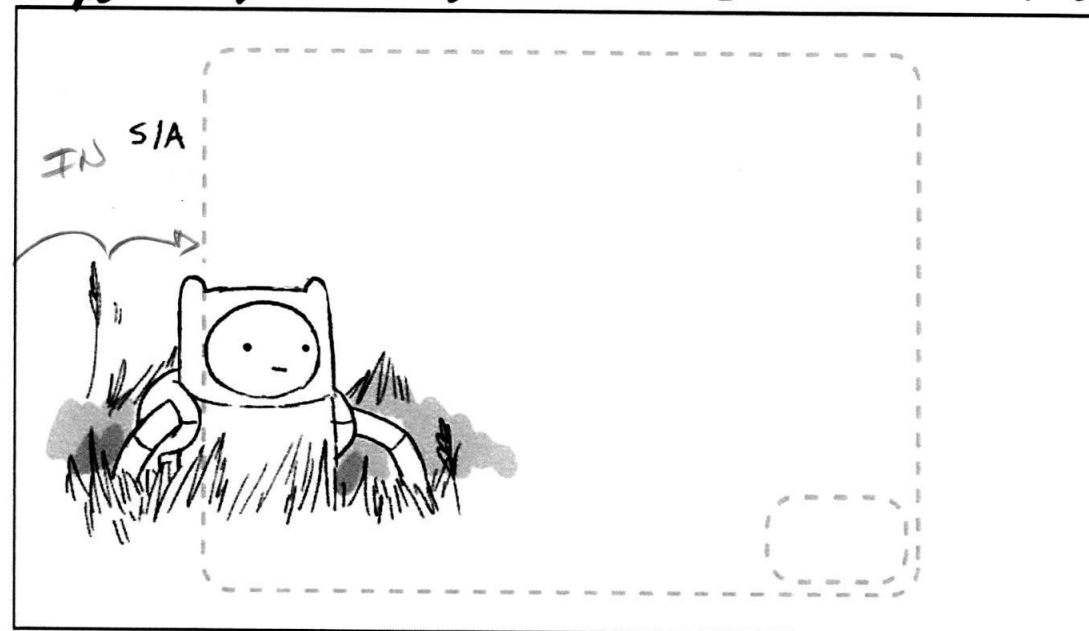


Sc. 16 CONT

Pnl. B

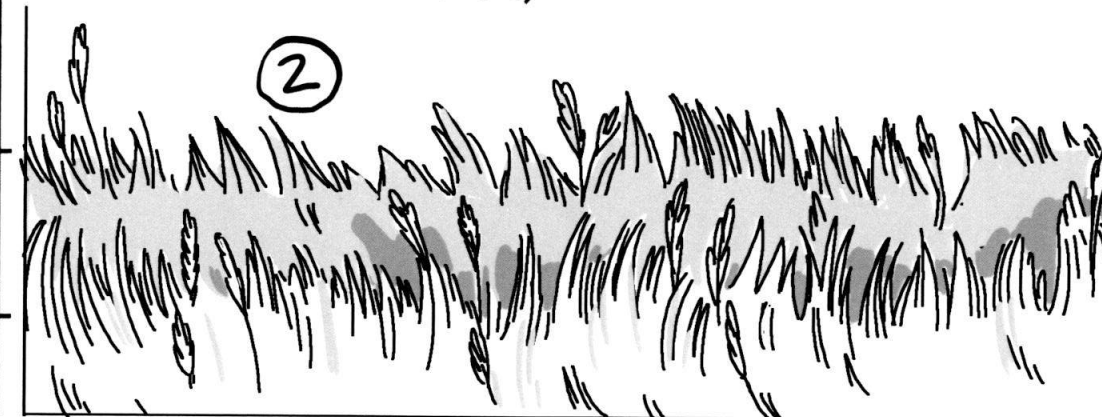
Bg.

day night



Dialog:

(MUSIC)



(A)

SFX: FSHH

- F WALKS ON/S PUSHING THROUGH GRASS

MAR 20 2014

Grass
CYCLE
(A)/(A)

Action: - FIELD OF TALL GRASS SWAYS SLOWLY IN THE BREEZE.

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Production :

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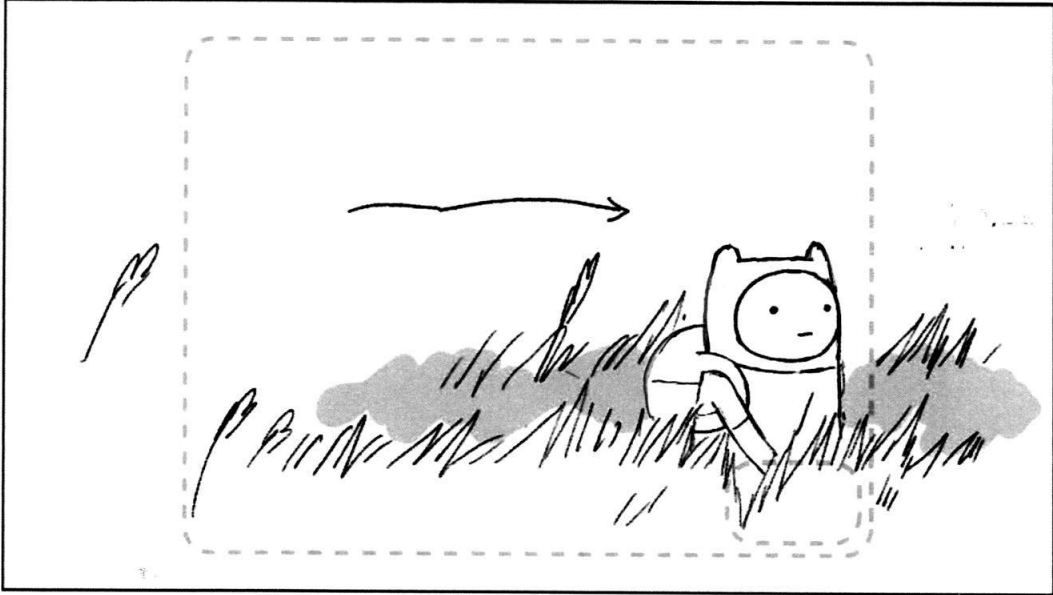
ADVENTURE TIME



Sc. 16 CONT Pnl. C

Bg.

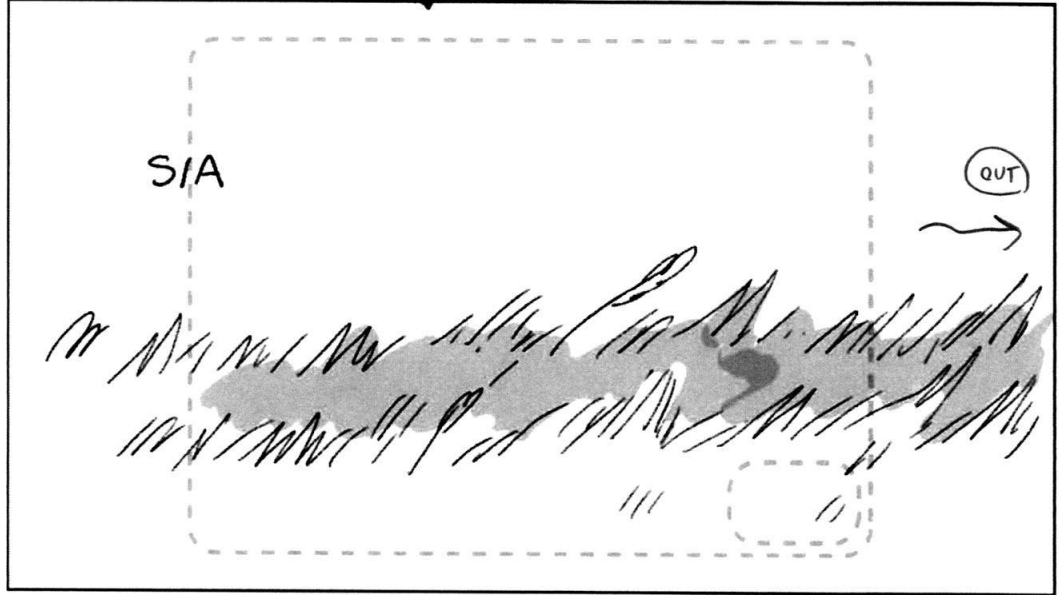
day night



Sc. 16 CONT Pnl. D

Bg.

day night



Cont

EPISODE # 1025-177

1025/177

Dialog:	<p>SFX: * SKSHH *</p>
Action:	<p>- F. WALKS OFF/S</p> <p>MAR 20 2014</p>
Timing:	

Production :

1025/177

ADVENTURE TIME



Page 26

Sc. 17

Pnl. A

Bg.

day night

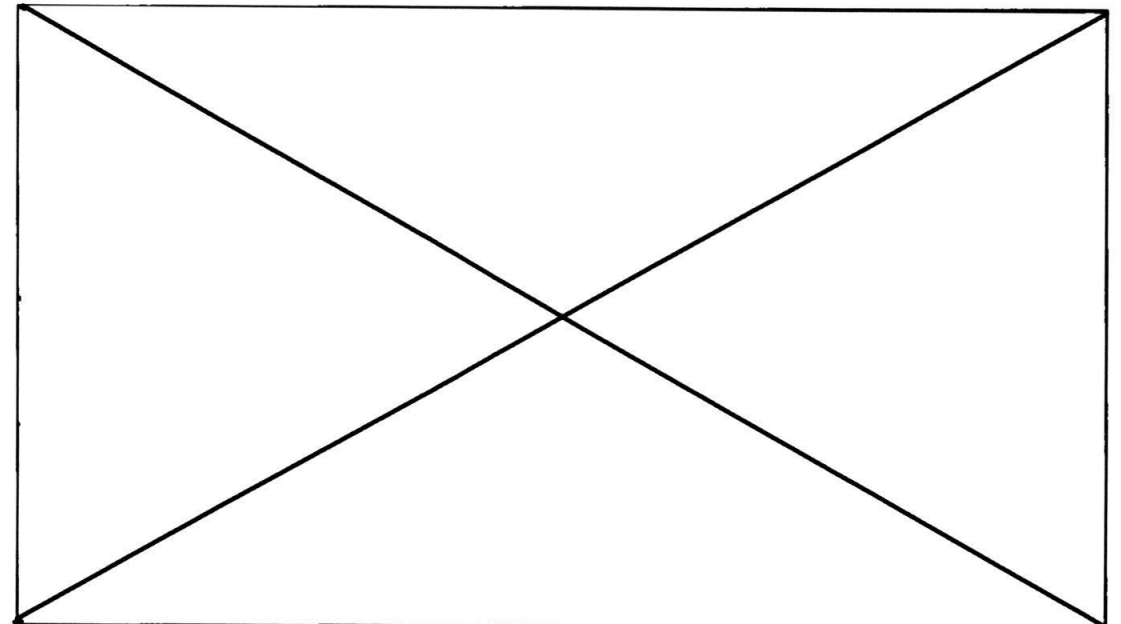


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

MAR 20 2014

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Production :

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ADVENTURE TIME



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3/1A NEXT

Sc. 17 *CONT*

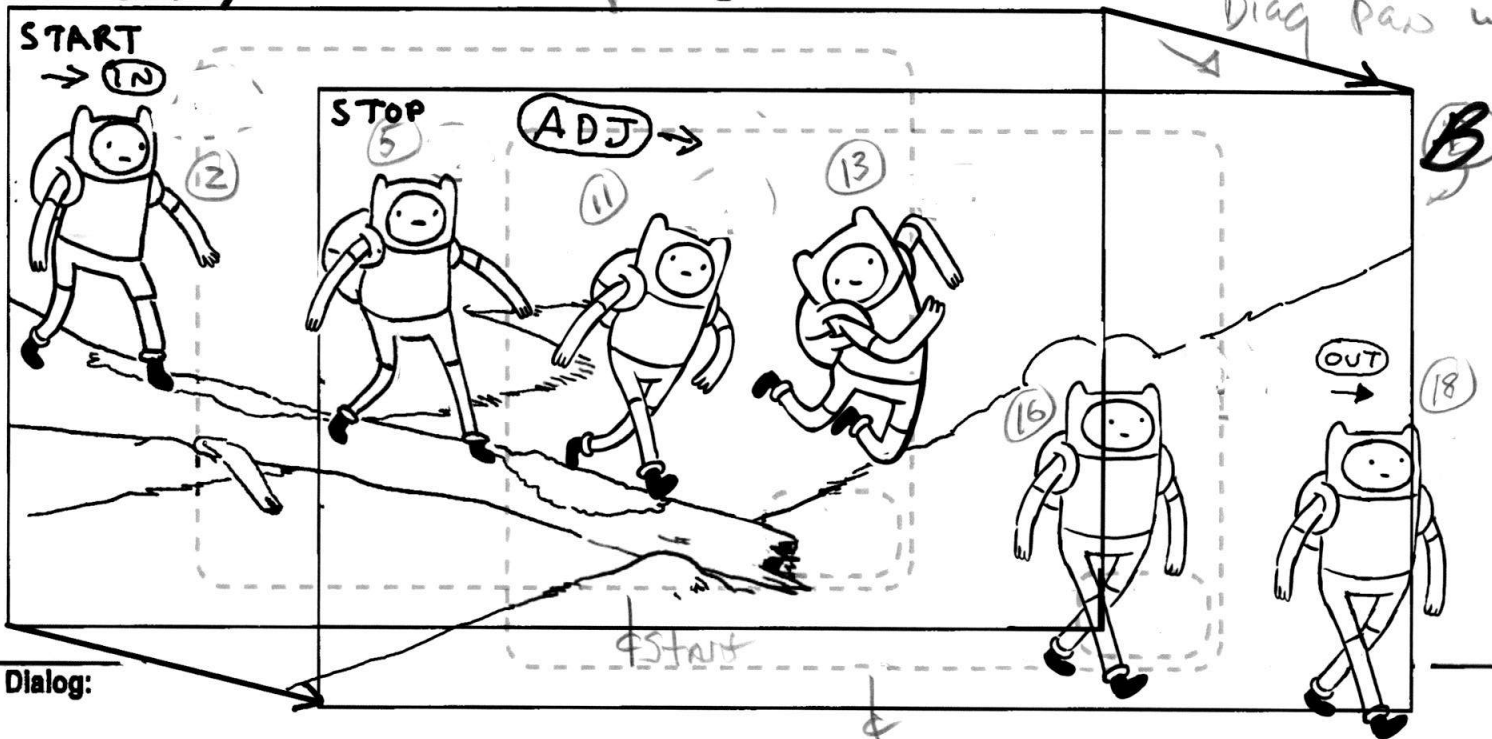
Pnl.

S/A *(A)*

Bg.

day night

diag pan w/ action



Dialog:

Action:

- F. CROSSES BRIDGE CAREFULLY.
- JUMPS OFF THE END.
- WALKS OFF SCREEN.

Timing:

(SEE NEXT PG FOR ADDITIONAL POSES)

MAR 20 2014

Production :

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ADVENTURE TIME

Poses for scene 17

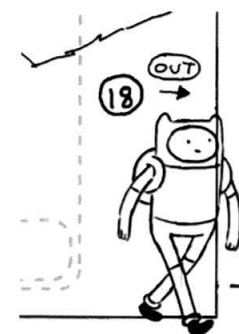
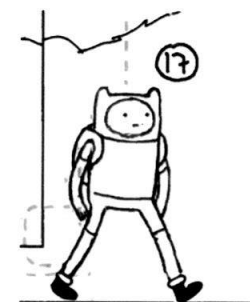
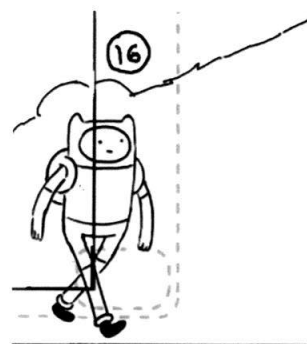
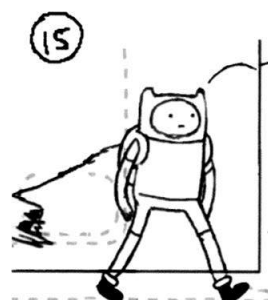
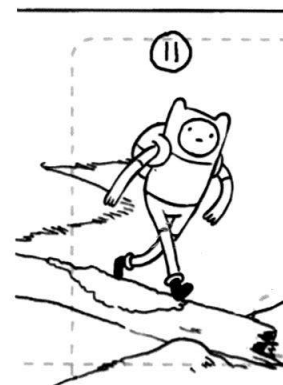
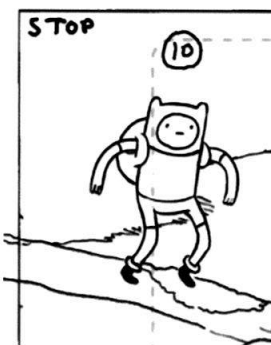
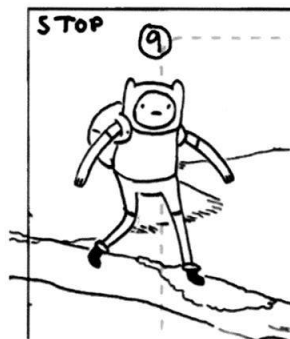
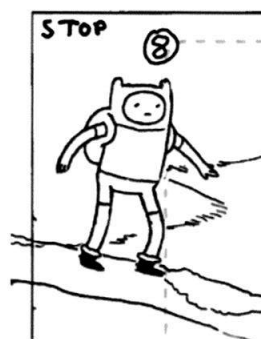
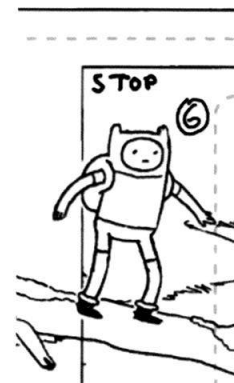
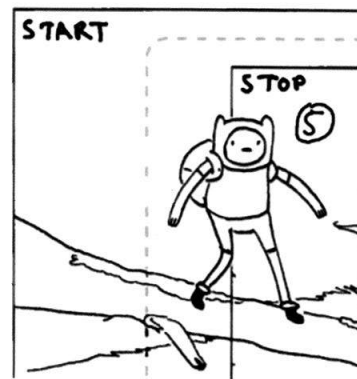
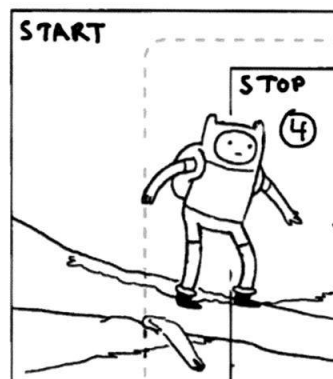
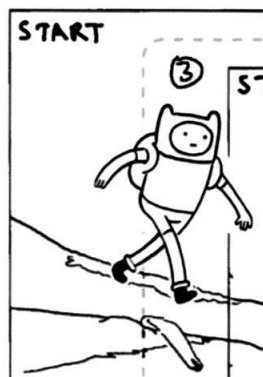
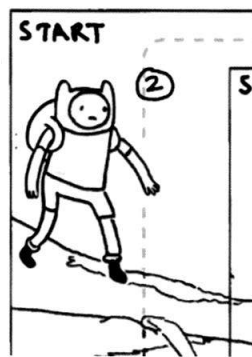
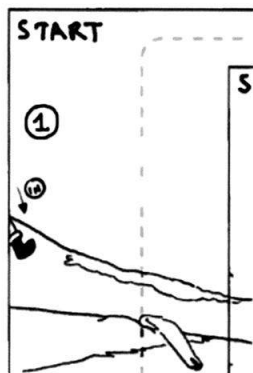
See mov for timing.



Page 31 A

32 NEXT

Cut



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Cut

ADVENTURE TIME



Cut

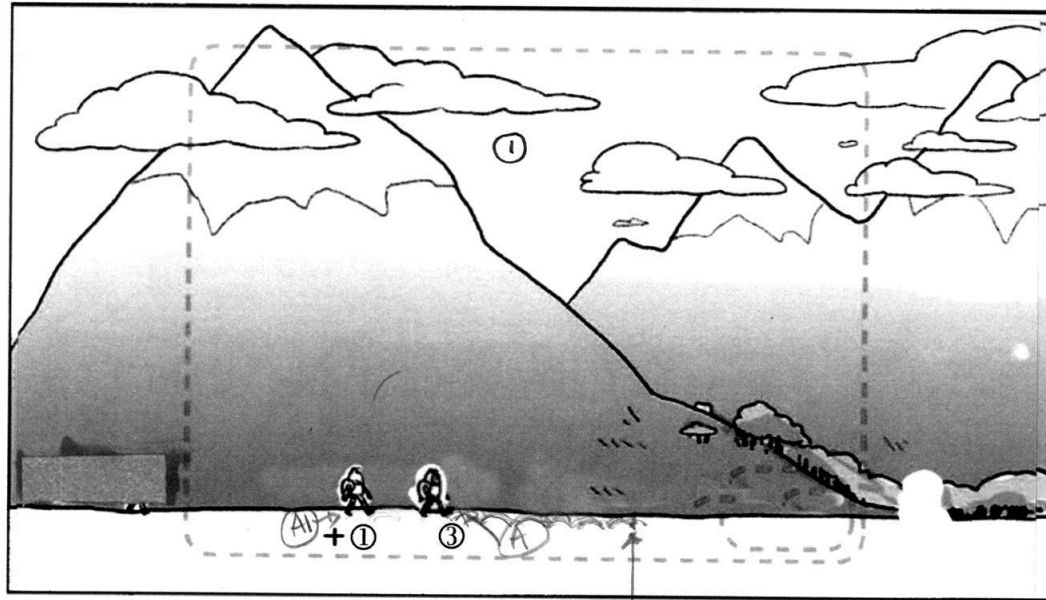
Page 32

Sc. 18

Pnl. A

Bg.

day night

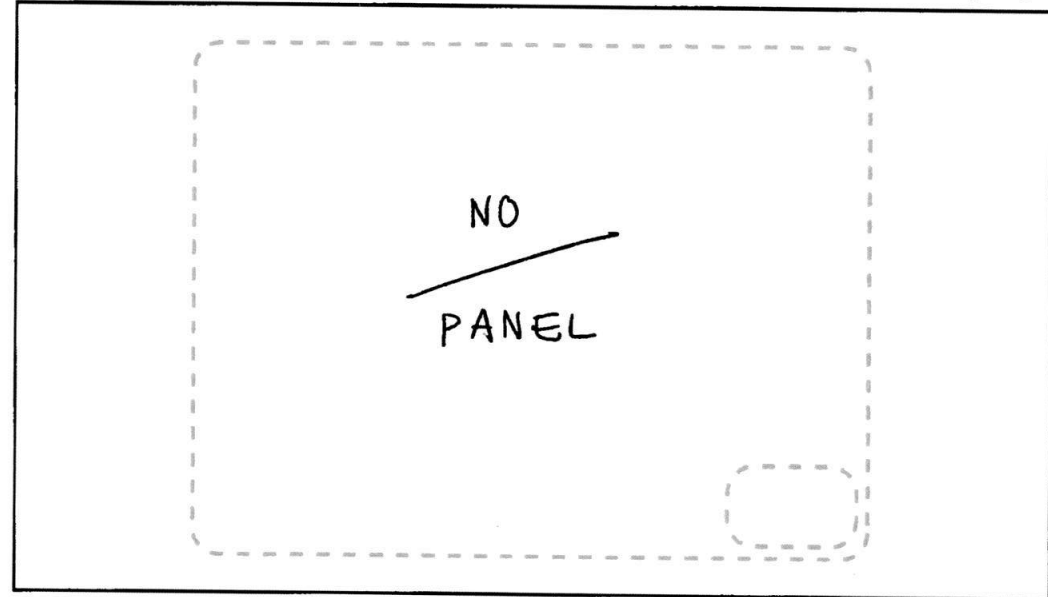


Sc.

Pnl.

Bg.

day night



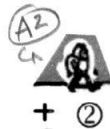
Dialog:

End position
A3

Action:

- F. WALKS ACROSS PLAIN

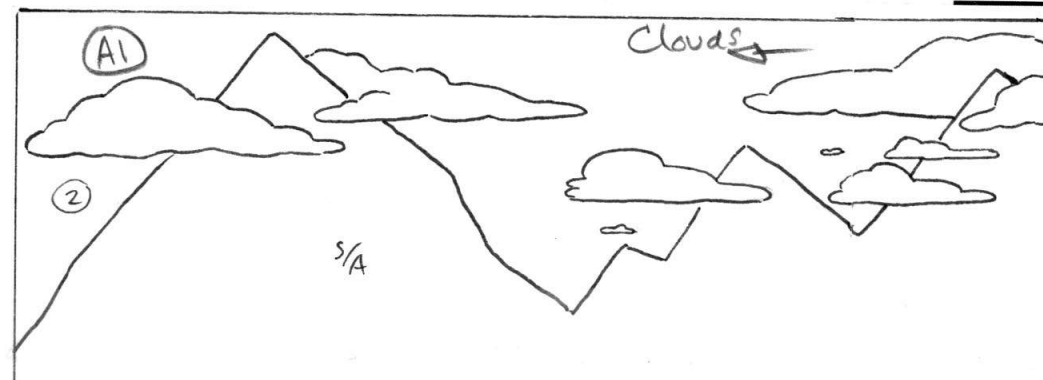
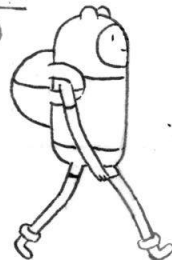
- clouds drift slightly



Timing:

DETAIL:

A



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Production :

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ADVENTURE TIME



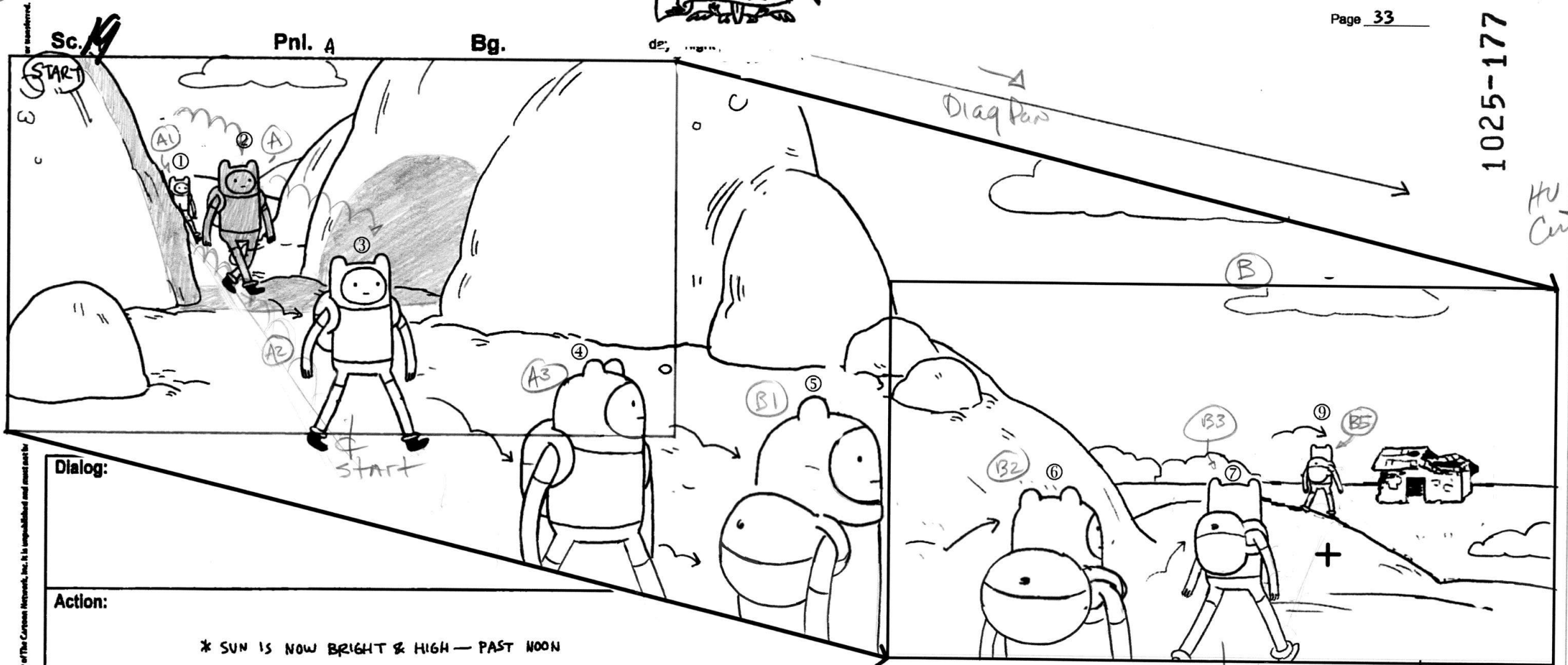
Page 33

1025-177

HV
CUT

1025/177

1025/177



Dialog:

Action:

* SUN IS NOW BRIGHT & HIGH — PAST NOON

Timing:



Refer to
animatic
for position
B4



B6

MAR 20 2014

Production :

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1025/177

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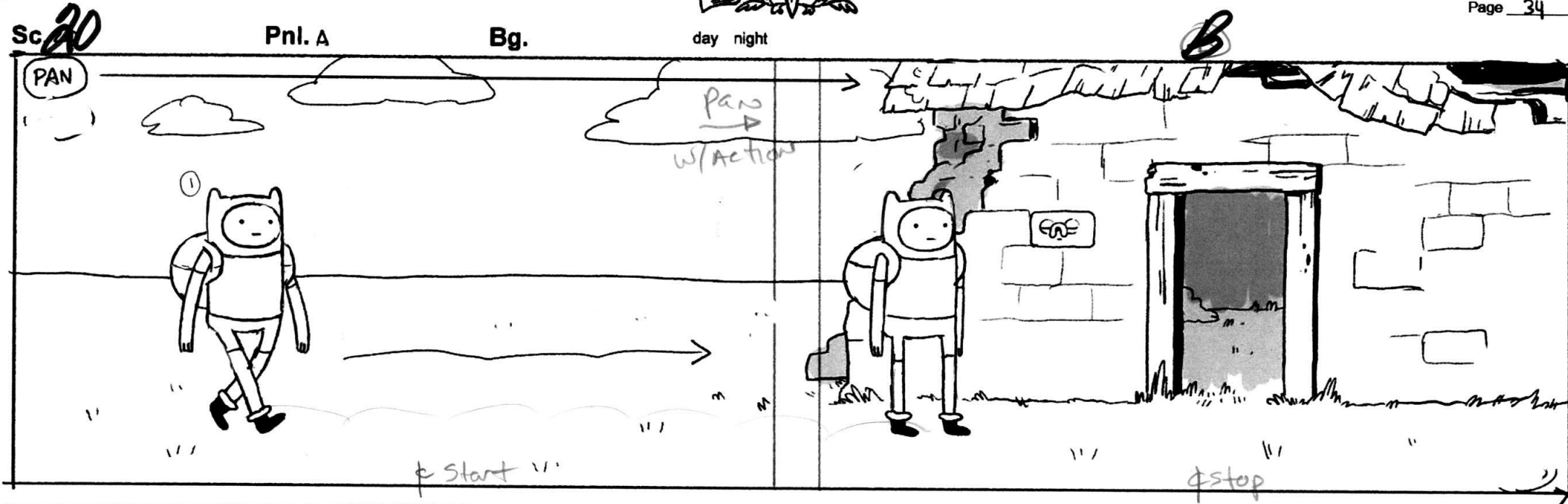
Hu
Cut

ADVENTURE TIME



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Hu
Cut



Dialog:	A1 ②	A2 ③
Action:	- PAN W/ FINN	- F STOPS AT RAMSHACKLE BRICK SHACK
Timing:	MAR 20 2014	

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Production :

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ADVENTURE TIME



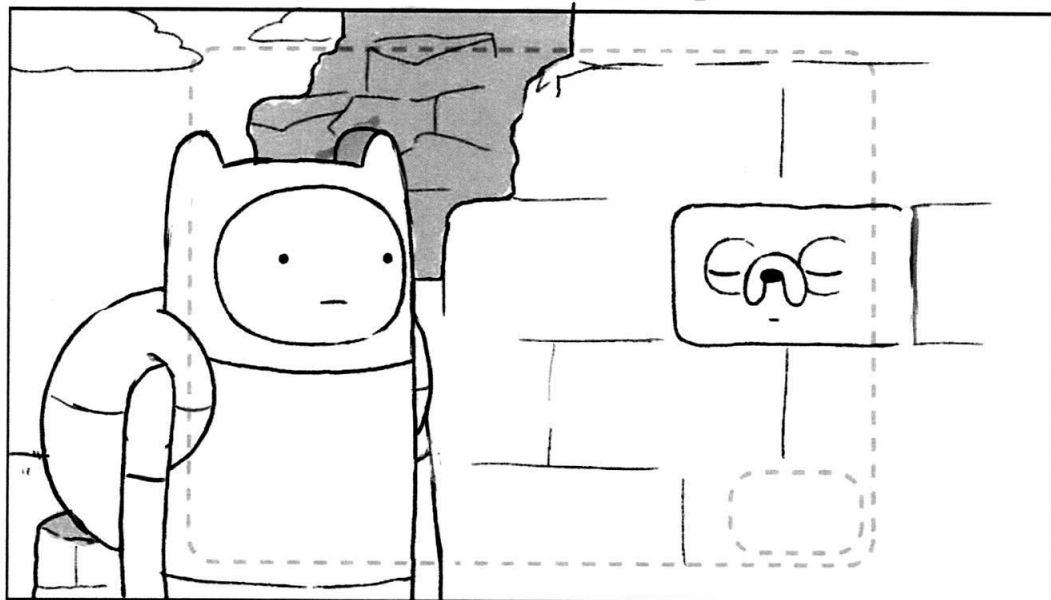
Page 35

Sc. 21

Pnl. A

Bg.

day night



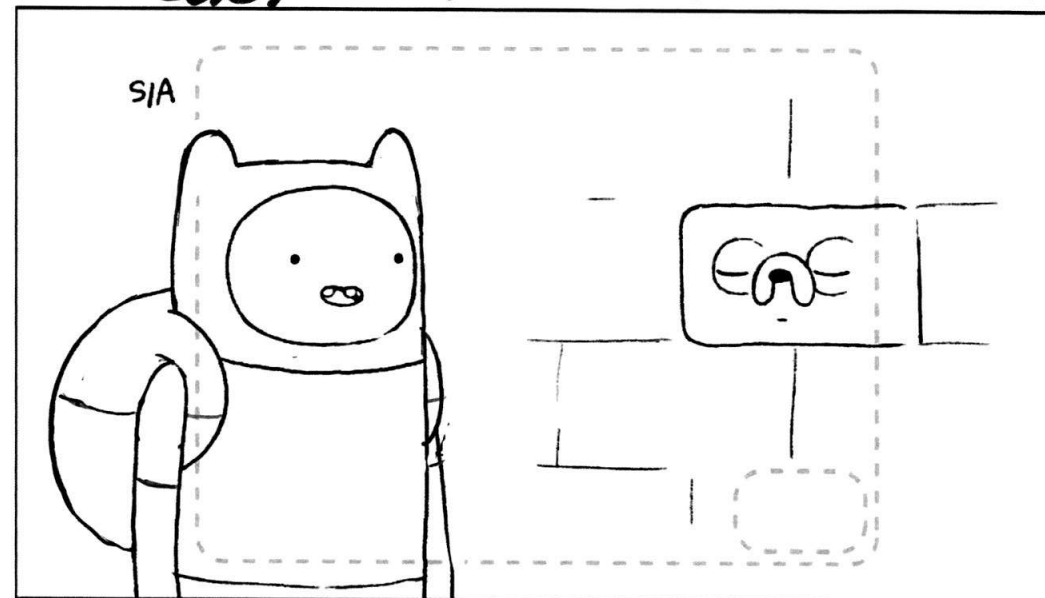
Sc. 21

cont

Pnl. B

Bg.

day night



Dialog:

F/ HEY MAN.

Action:

JAKE IS ONE OF THE BRICKS

MAR 20 2014

Timing:

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Production :

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1025/177

1025/177

*Ho
Cut*

ADVENTURE TIME



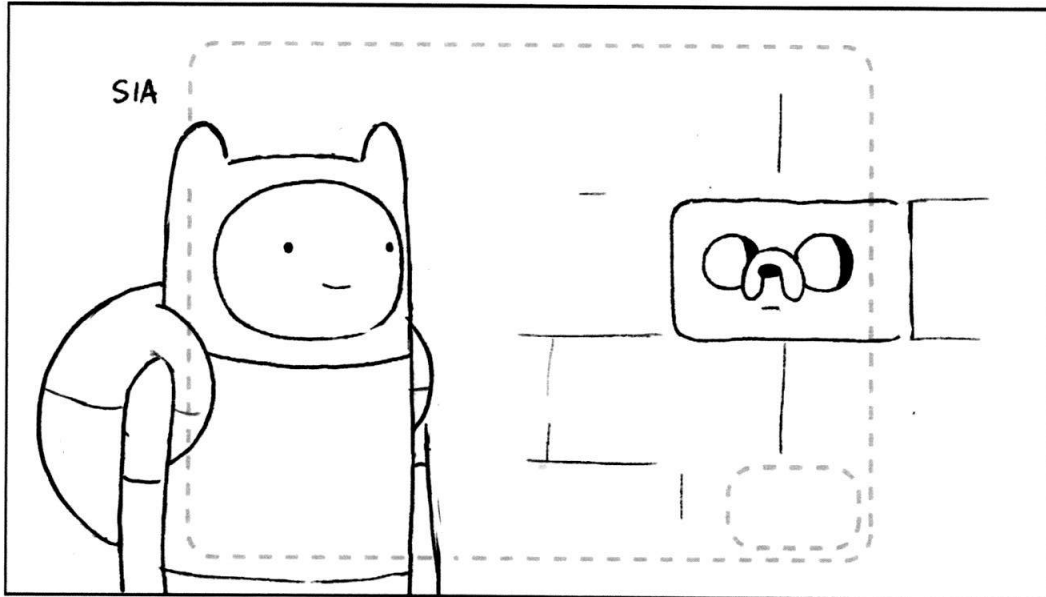
Page 36

Sc. 21 *CONT*

Pnl. C

Bg.

day night

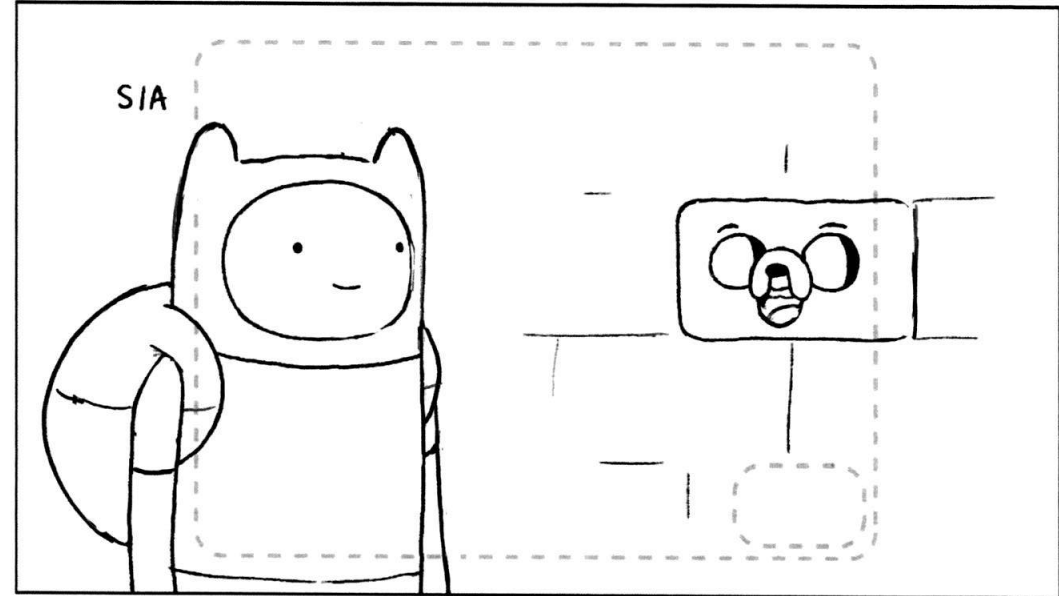


Sc. 21 *CONT*

Pnl. D

Bg.

day night



Dialog:

(C)
S.R.



J/ OH, HEY FINN!

Action:

-J OPENS HIS EYES

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

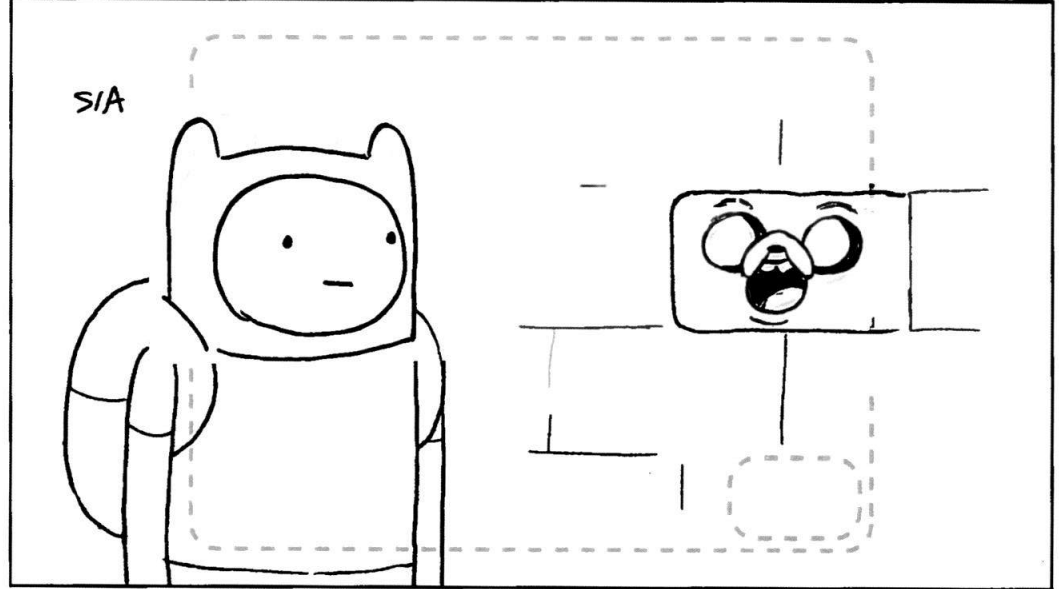
1025/177

1025/177

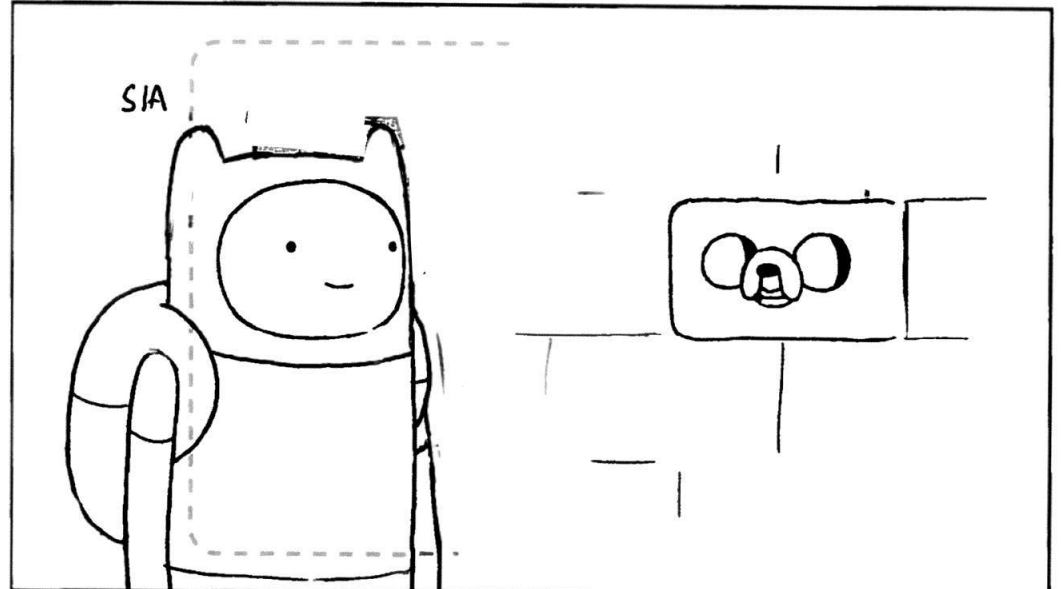
ADVENTURE TIME



Sc. 21 *cont* Pnl. E Bg. day night



Sc. 21 *cont* Pnl. F Bg. day night



Dialog:	
<u>J/</u> HAH HA!	<u>J/</u> SO YOU GOT MY MAP?
Action:	
Timing:	

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Production :

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1025/177

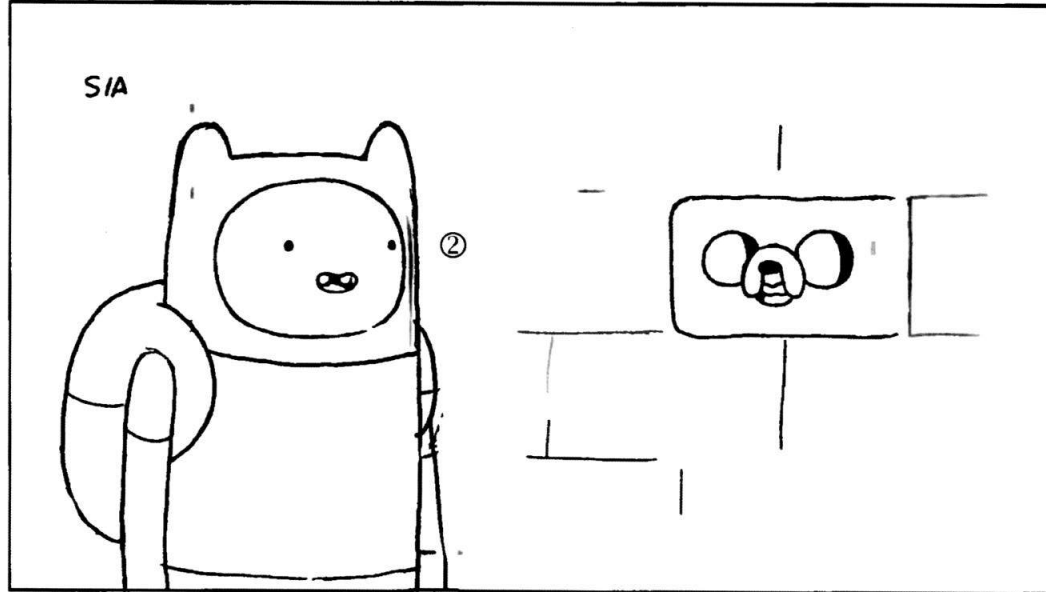
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ADVENTURE TIME

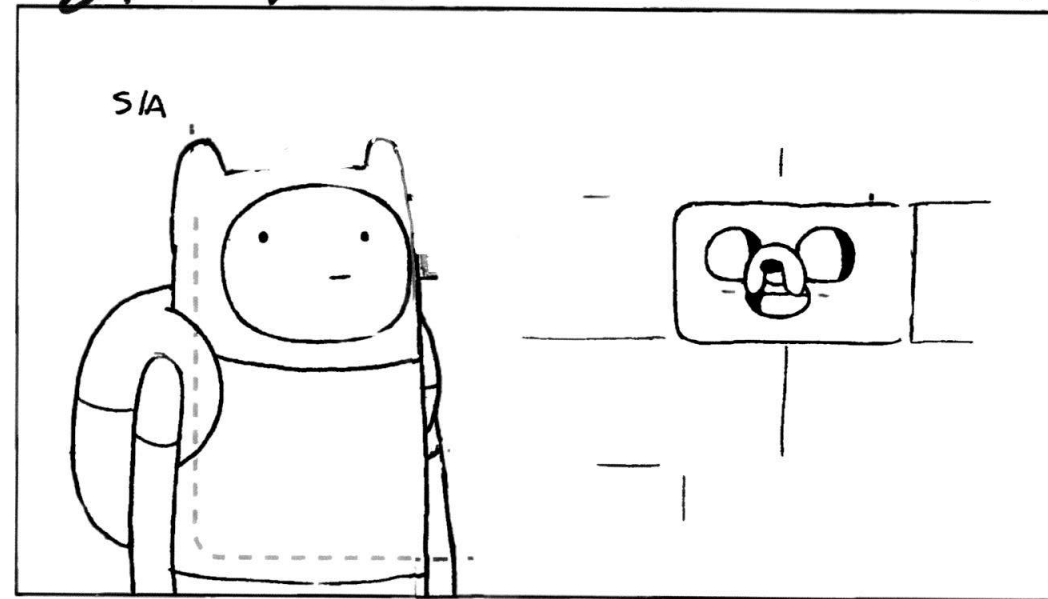


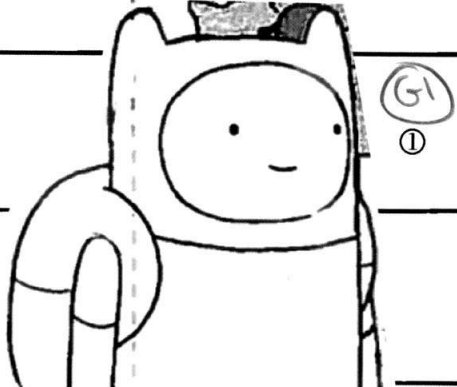
Page 38

Sc. *21 CONT* Pnl. G Bg. day night



Sc. *21 CONT* Pnl. H Bg. day night



Dialog:	<u>J</u> / HA HA HA <u>F</u> / HAHA YEAH	<u>J</u> : HA HA HA
Action:		
Timing:		MAR 20 2014

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Production :

1025/177

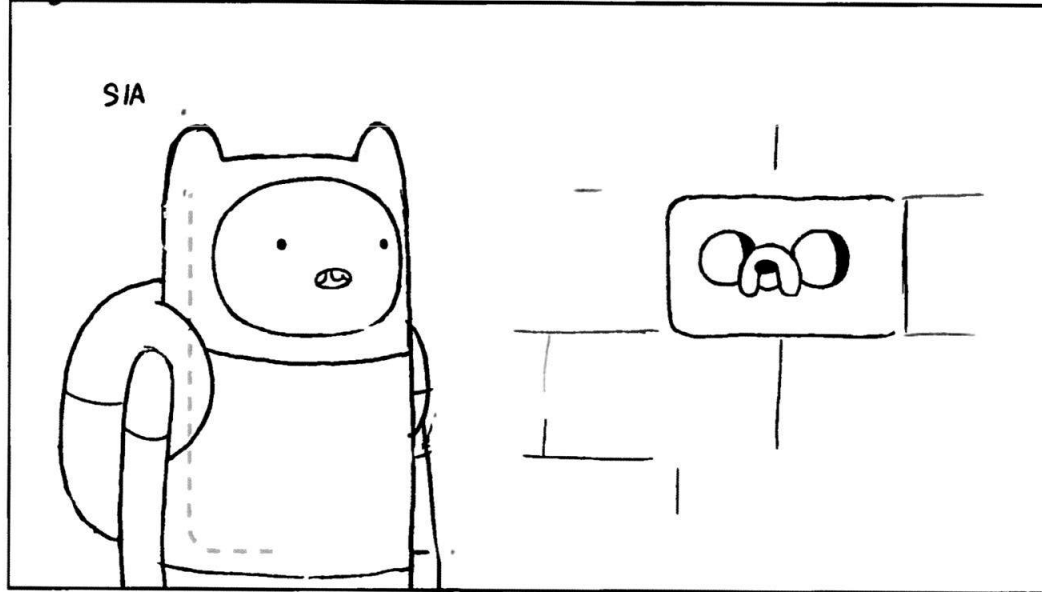
1025/177

ADVENTURE TIME

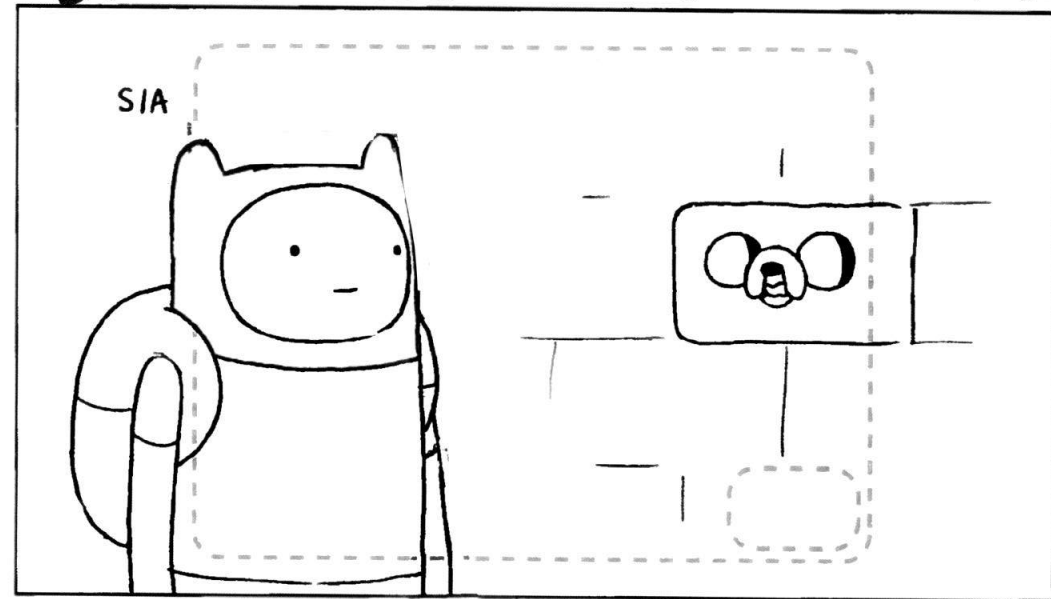


Page 39

Sc. 21 CONT Pnl. I Bg. day night



Sc. 21 CONT Pnl. J Bg. day night



Dialog:

F/ SO, HOW'S YOUR EXPERIMENT GOING?

J/ AH, IT'S GOING GREAT! I REALLY FEEL LIKE I FIT IN

Action:

Timing:

MAR 20 2014

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Production :

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1025/177

ADVENTURE TIME



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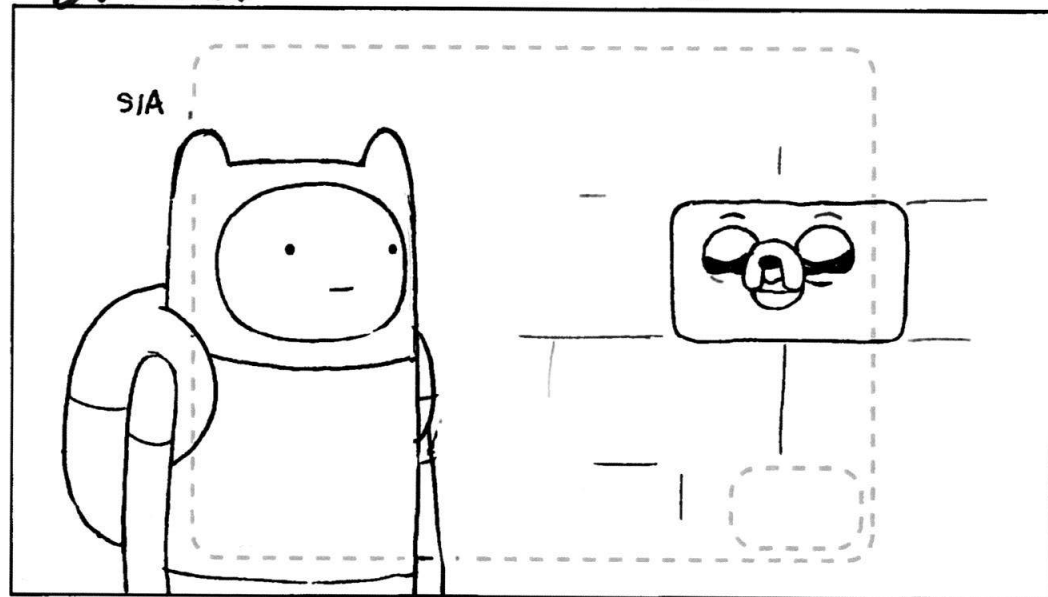
HO
CUT

Sc. *21 CONT*

Pnl. K

Bg.

day night

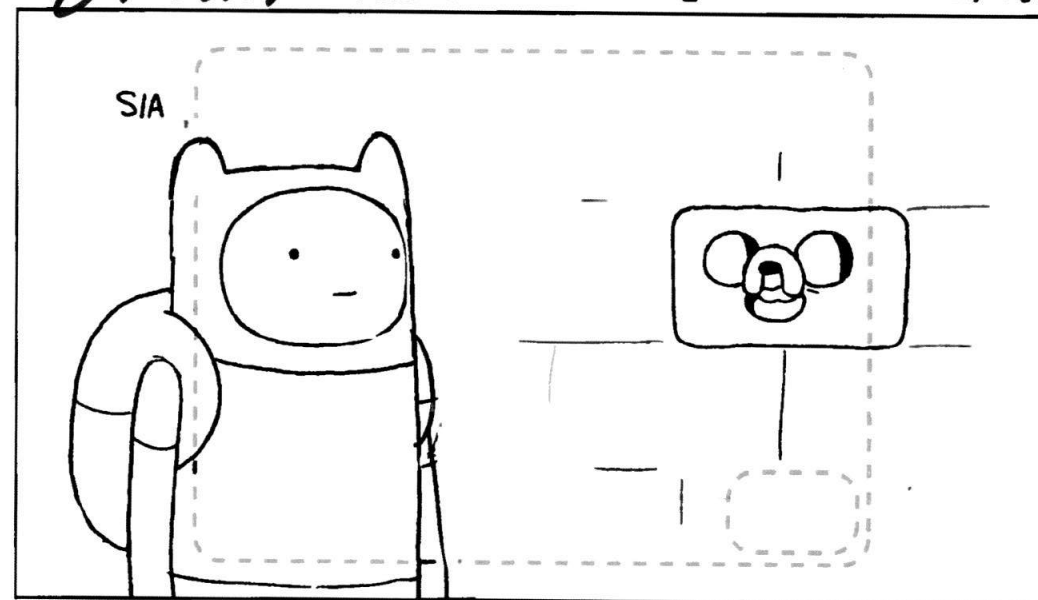


Sc. *21 CONT*

Pnl. L

Bg.

day night



Dialog:

J/ HAHAH SO TO SPEAK

J/ HA HA HA HA

Action:

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

1025/177

1025/177

He
Cut

ADVENTURE TIME



Cut

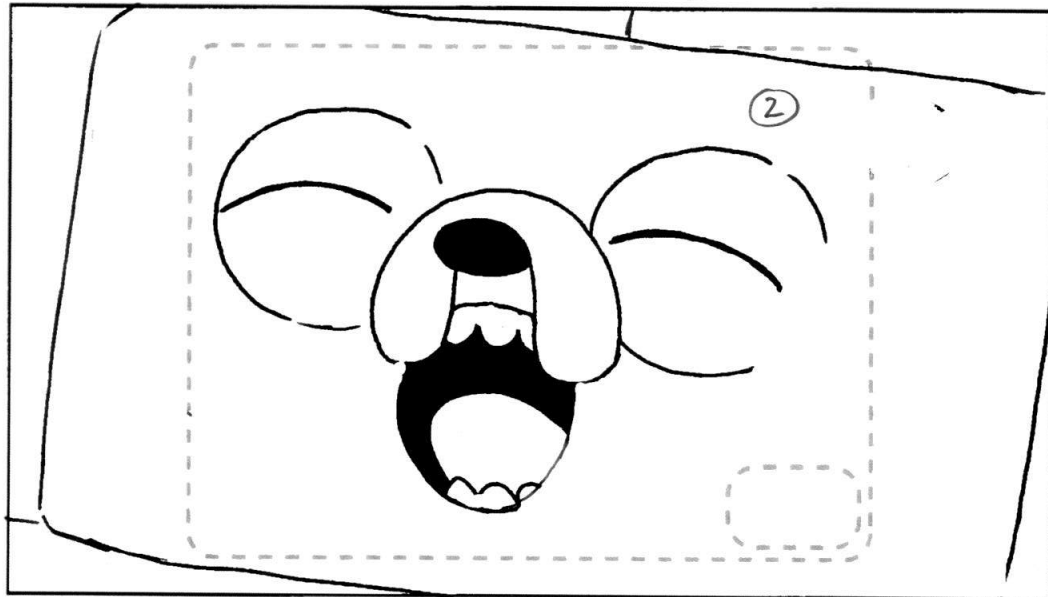
Page 41

Sc. 22

Pnl. A

Bg.

day night

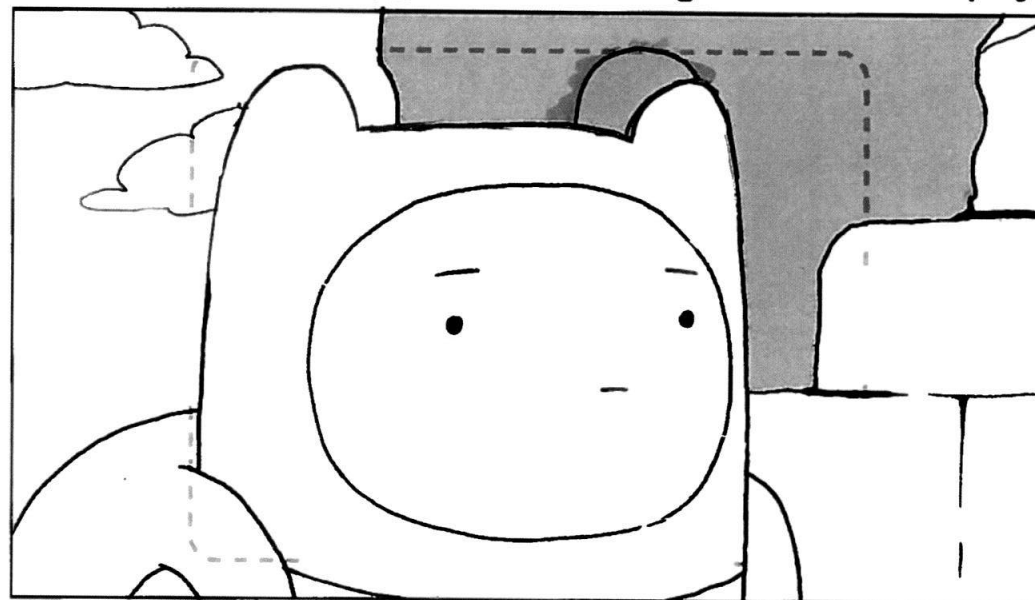


Sc. 23

Pnl. A

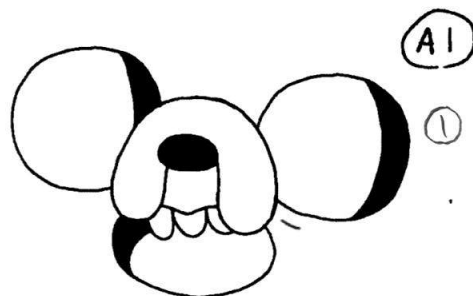
Bg.

day night



Dialog:

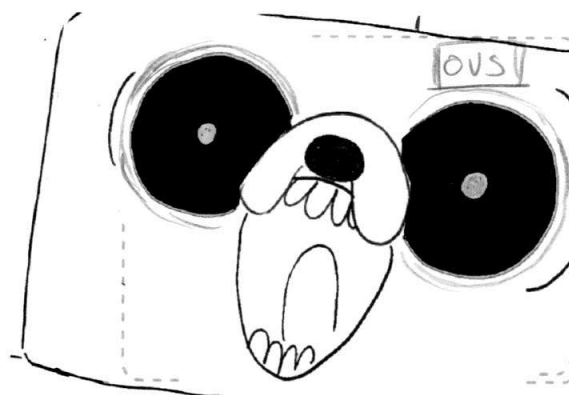
J/ HAHAA HHA



Action:

Timing:

J: (%) HA HA HA



3
A2

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Production :

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ADVENTURE TIME



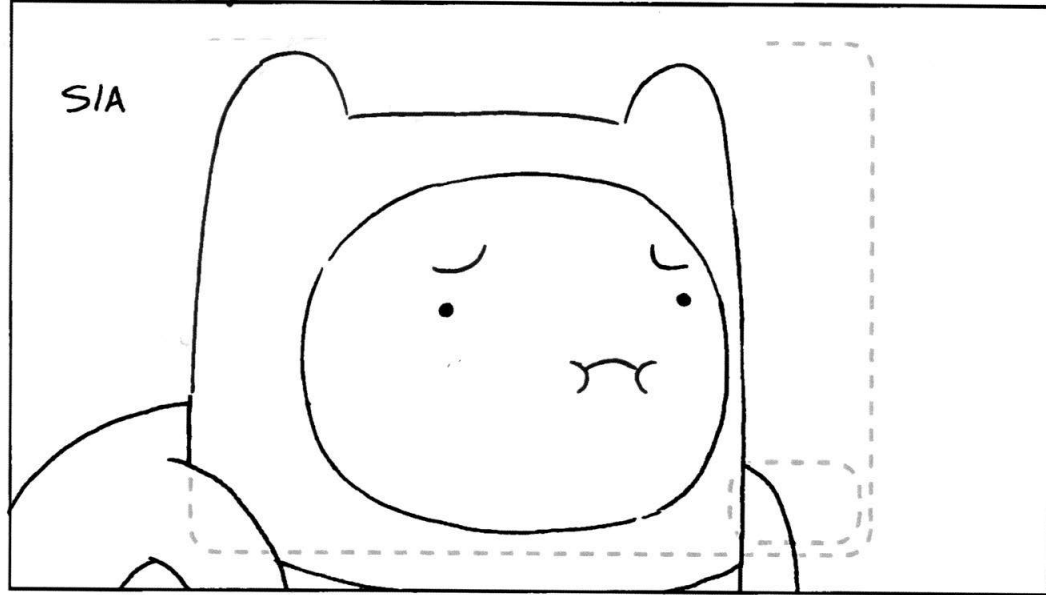
Page 42
day night

Sc.23 *CONT*

PnlB

Bg.

day night

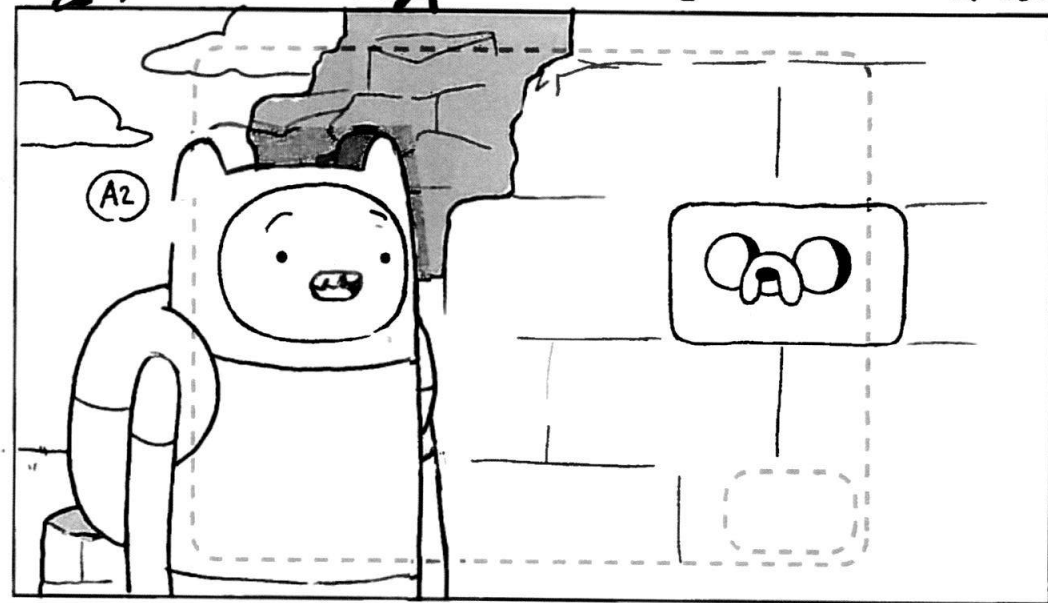


Sc.24

PnlA

Bg.

day night



Dialog:

J/ HA HA HA

(A1)



F/ SO... ARE YOU READY TO COME HOME?

Action:

- F. LOOKS WORRIED.

MAR 20 2014

Timing:

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Production :

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ADVENTURE TIME

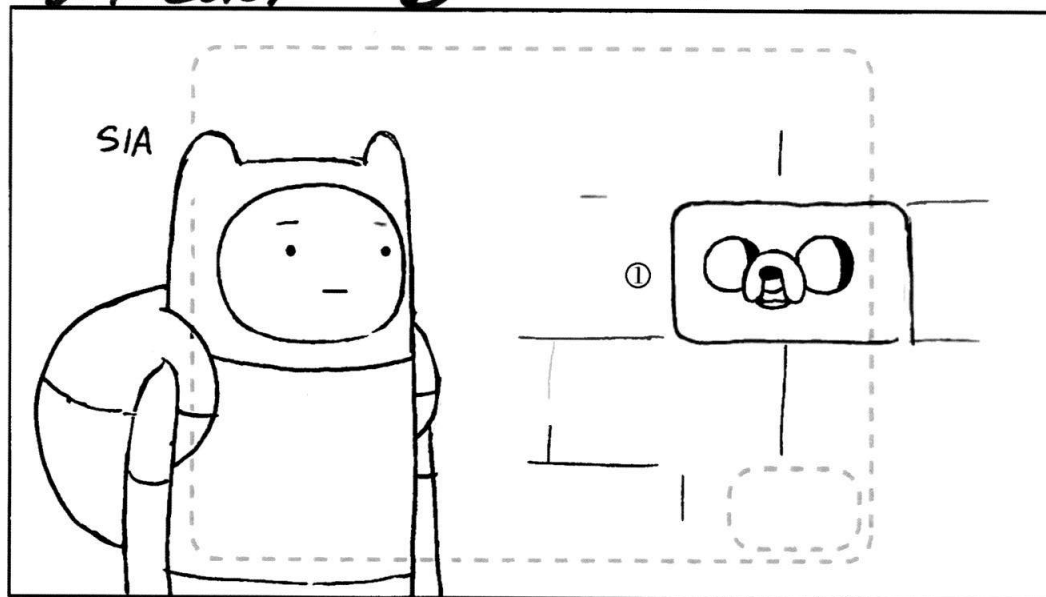


Page 43

Sc. *24 CONT* Pnl. *B*

Bg.

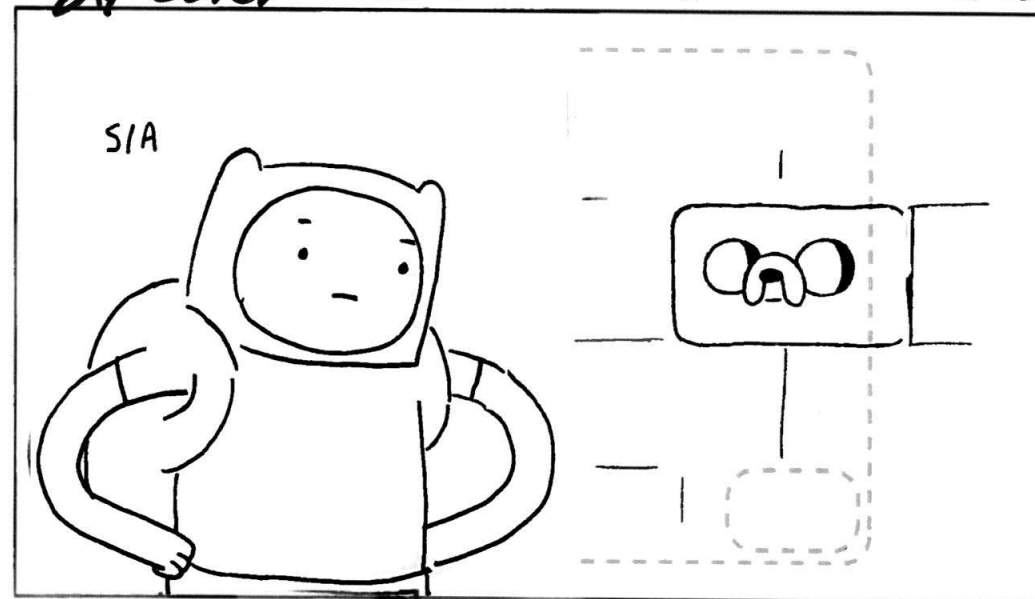
day night



Sc. *24 CONT* Pnl. *C*

Bg.

day night

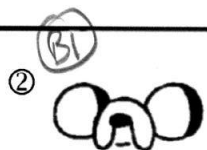


Dialog:

J/ NAH, I THINK I'M GONNA KEEP BEING A BRICK FOR A WHILE

F/ MMMMM...

Action:



Timing:

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Production :

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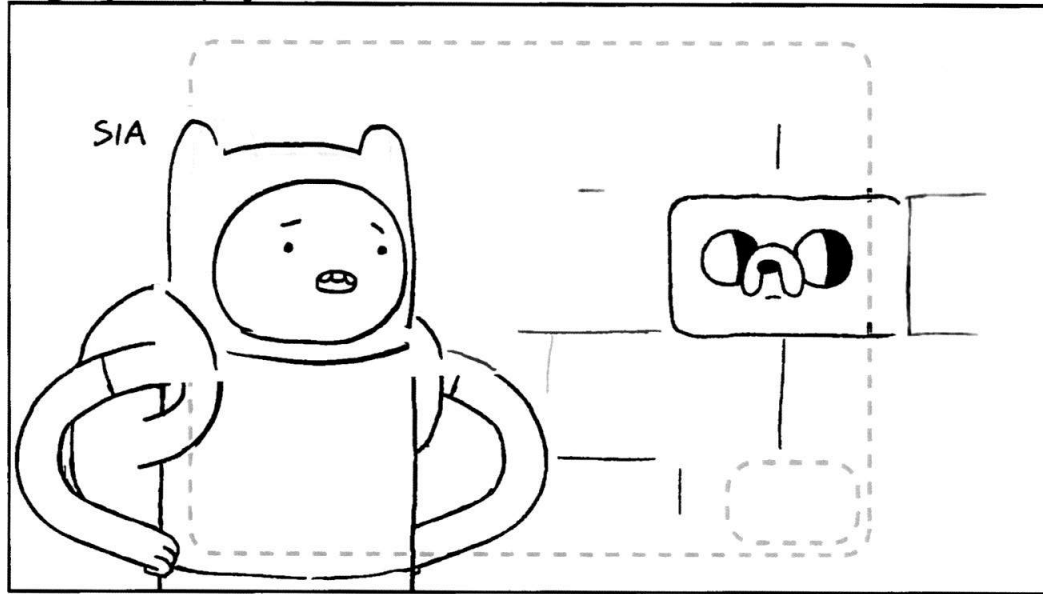
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ADVENTURE TIME

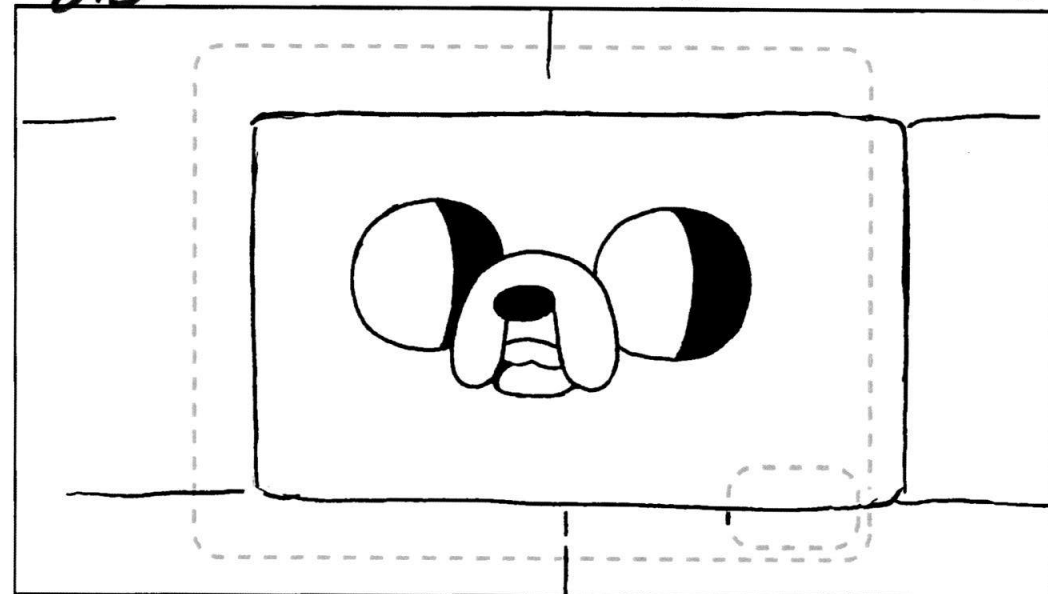


Page 44

Sc 24 CONT Pnl. D Bg. day night



Sc 25 Pnl. A Bg. day night



Dialog:

F / WHAT ARE YOU DOING AGAIN?

J/ FINN, EVER SINCE I WAS LITTLE, I WANTED TO SEE
WHAT IT'S LIKE TO BE A BRICK IN A BRICK SHACK
WHEN THE BRICK SHACK FALLS DOWN.

Action:

Timing:

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ADVENTURE TIME



Hi Cut

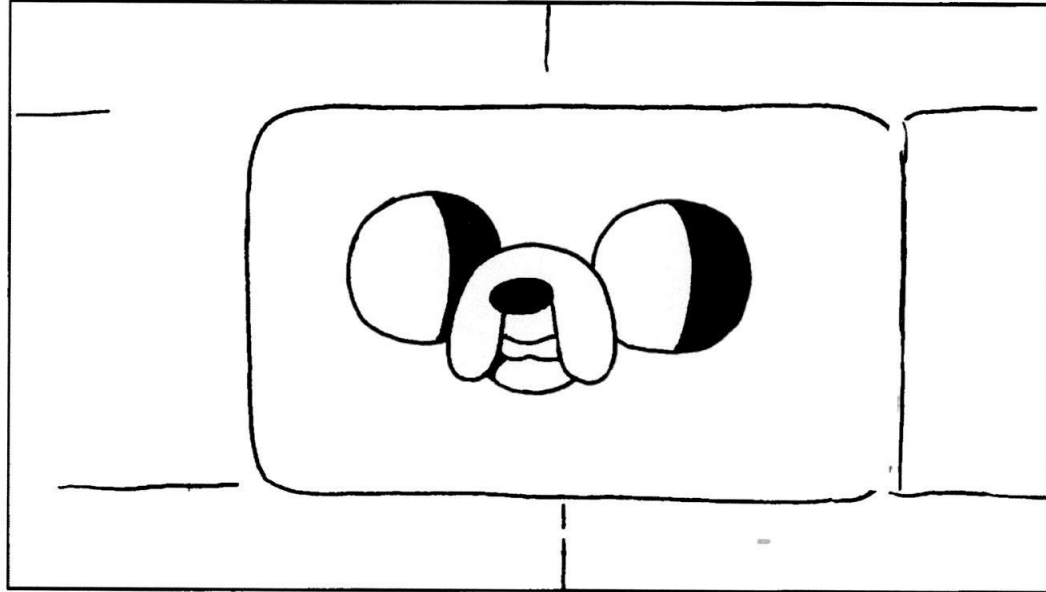
Page 45

Sc. 25 *CONT*

Pnl. B

Bg.

day night

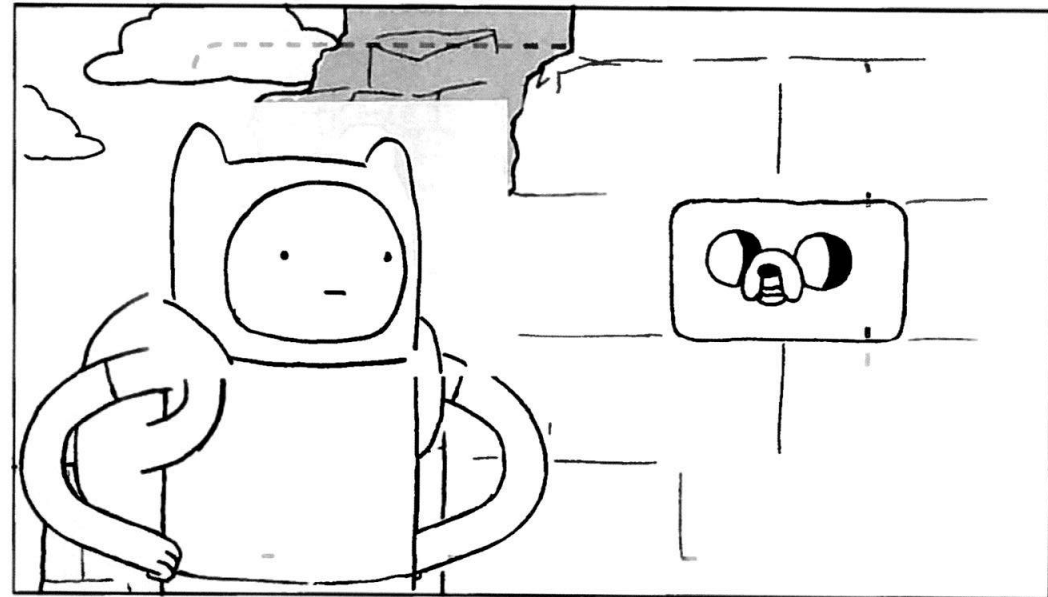


Sc. 26

Pnl. A

Bg.

day night



Dialog:

J/ AND THIS SHACK IS GONNA FALL DOWN!

J/ JUST LOOK AT IT!

Action:

MAR 20 2014

Timing:

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Production :

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ADVENTURE TIME



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Sc. 26 *CONT*

Pnl.

B

Bg.

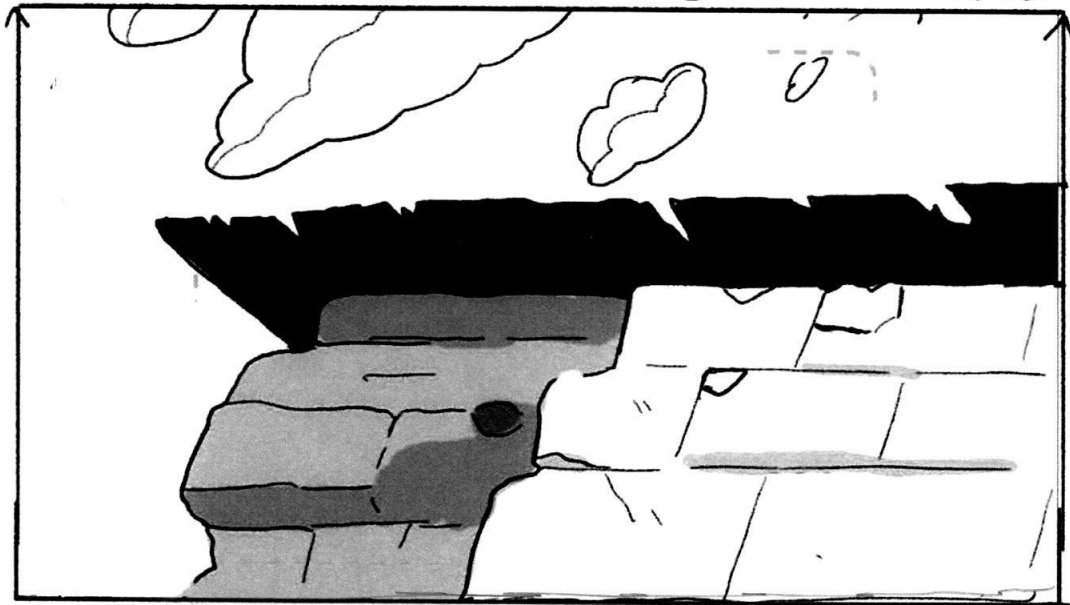
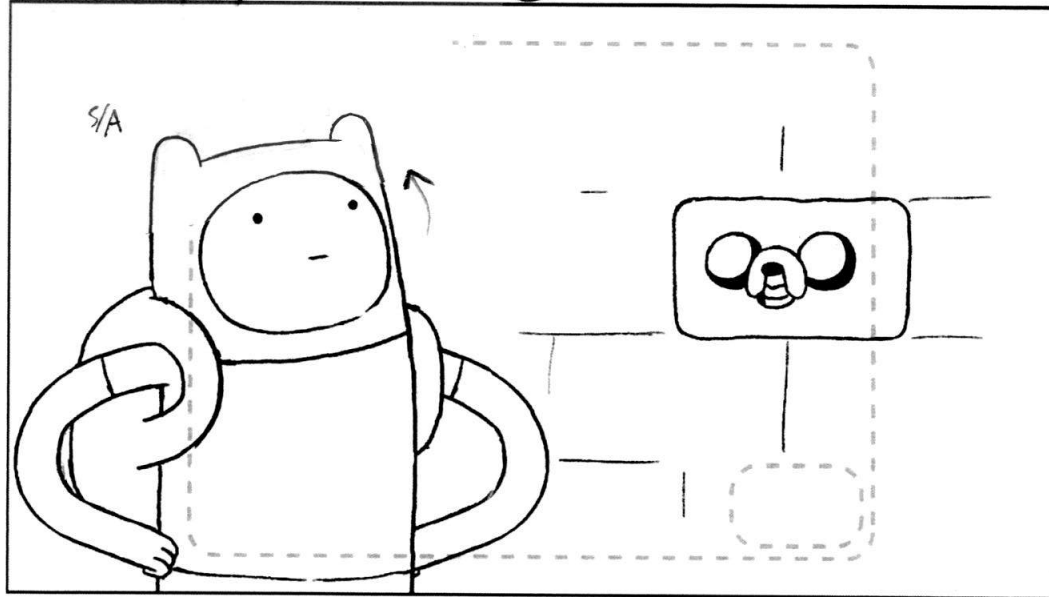
day night

Sc. 27

Pnl. A

Bg.

day night



Dialog:

J/ LIKE SANDCASTLES IN THE SUN, BABY.

Action:

- F. LOOKS UP.

Timing:

MAR 20 2014

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1025/177

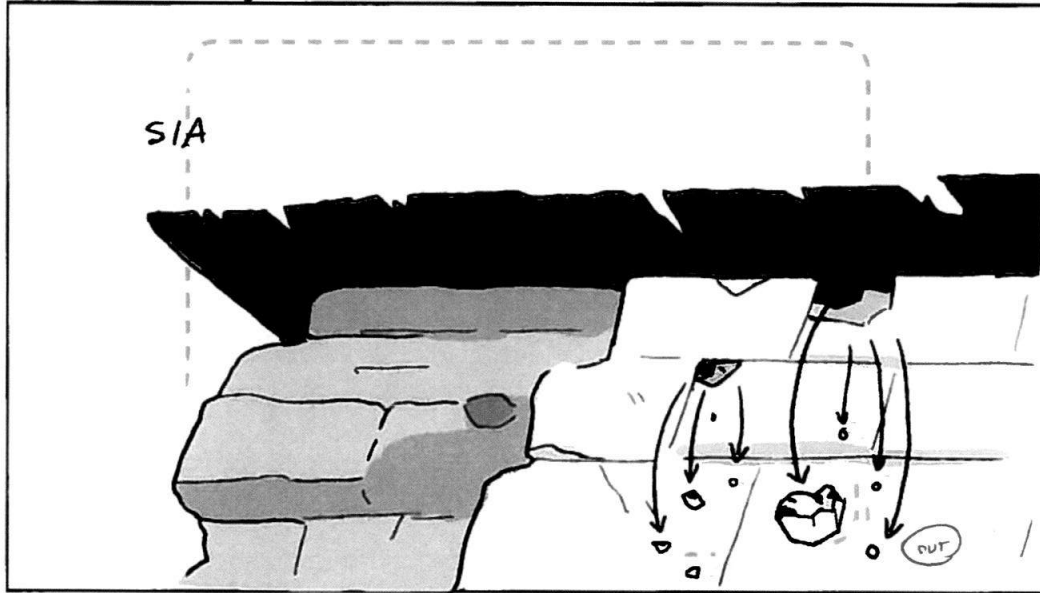
1025/177

ADVENTURE TIME

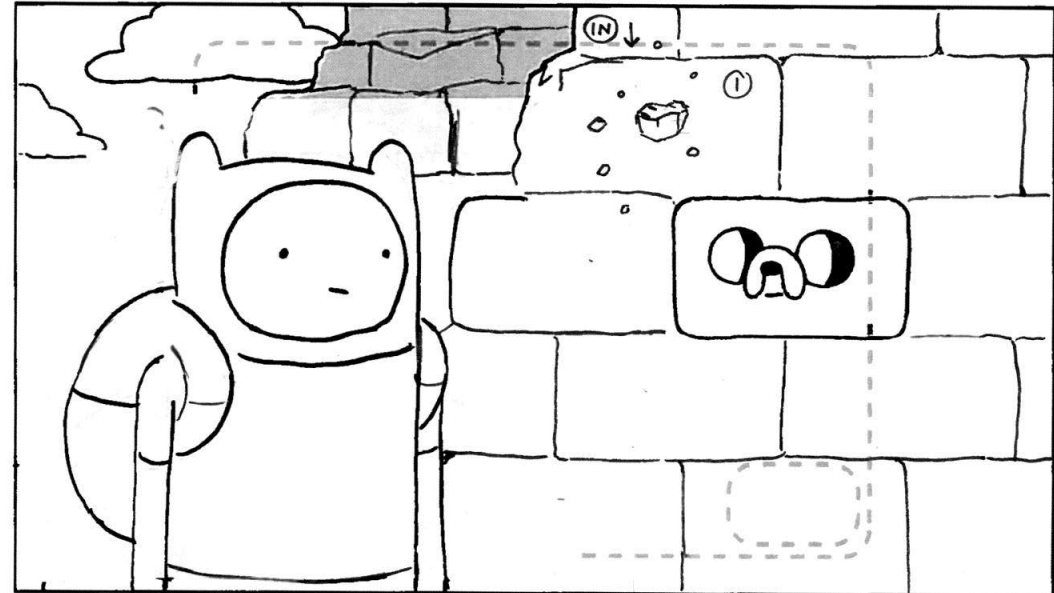


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Sc. 27 *CONT* Pnl. B Bg. day night



Sc. 28 Pnl. A Bg. day night



Dialog:

SFX: *SKSH*
J: HA HA HA!

Action:

- PIECES CRUMBLE FROM SHACK
AND FALL OFF/S.

Timing:

- F + J LOOK AT EACH OTHER



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ADVENTURE TIME



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Sc. 28 *CONT* Pnl. 3

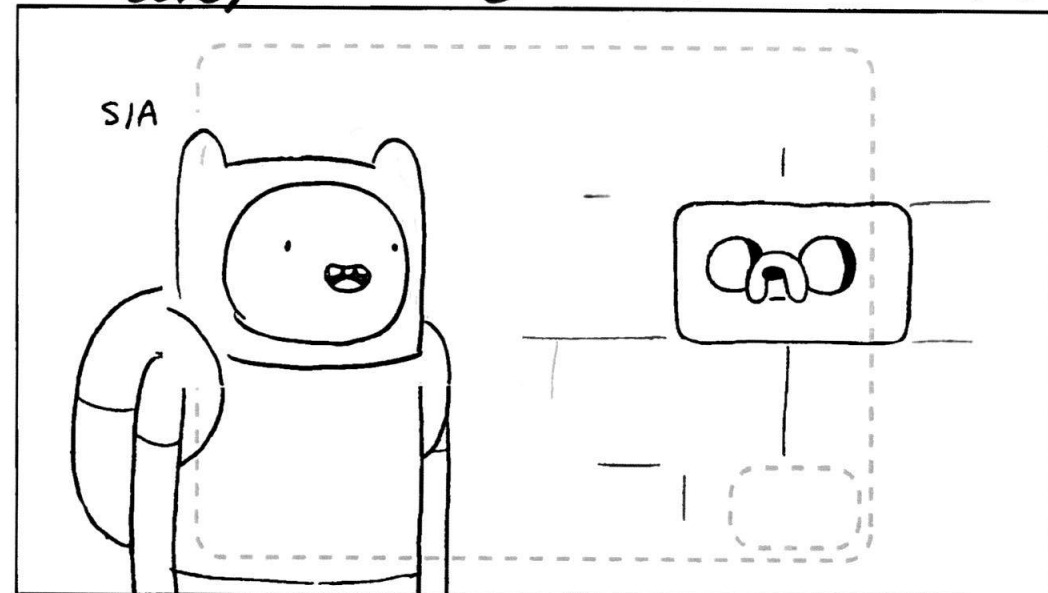
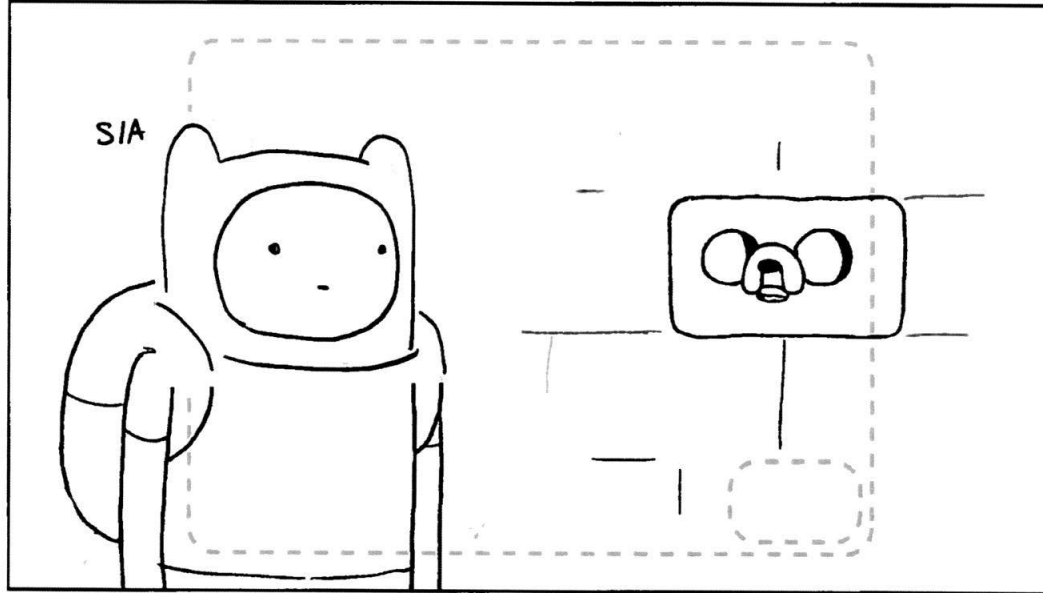
Bg.

day night

Sc. 28 *CONT* Pnl. C

Bg.

day night



Dialog:

J/ YOU'RE TOO YOUNG. YOU WOULDN'T UNDERSTAND.

F/ HAHA YOU'RE RIGHT, I DON'T UNDERSTAND.

Action:

Timing:

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Production :

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ADVENTURE TIME



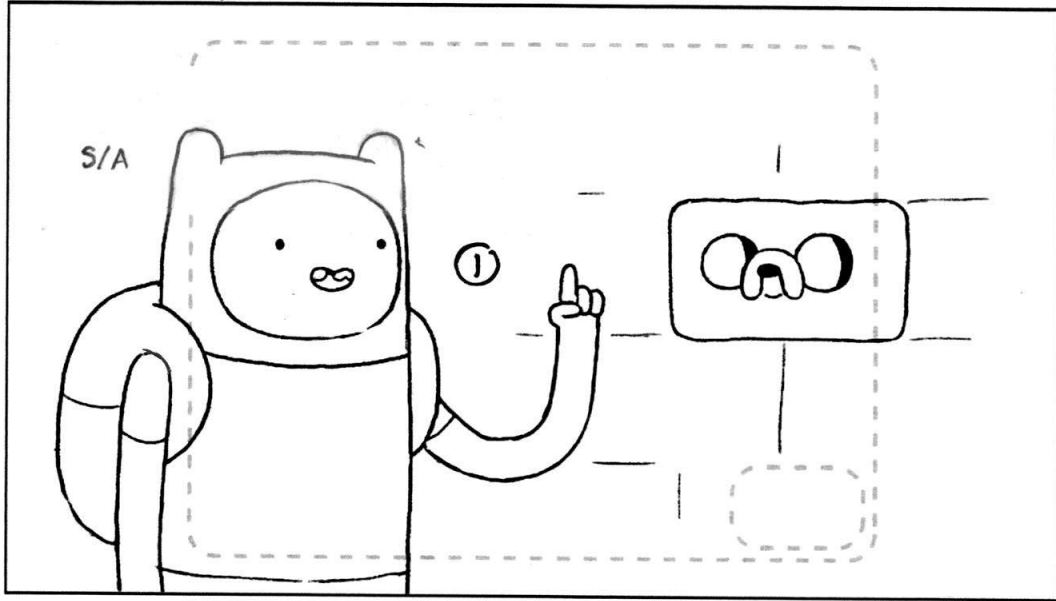
Page 49

Sc. 28 *cont*

Pnl. D

Bg.

day night

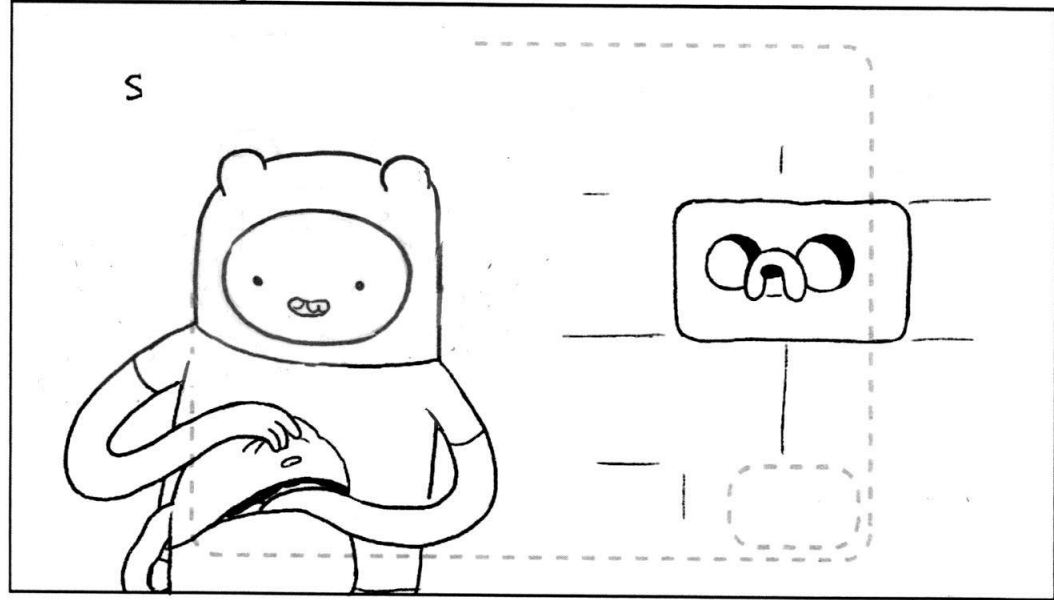


Sc. 28 *cont*

Pnl. E

Bg.

day night



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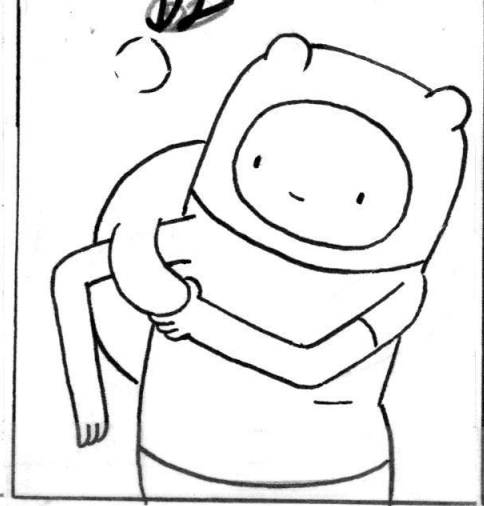
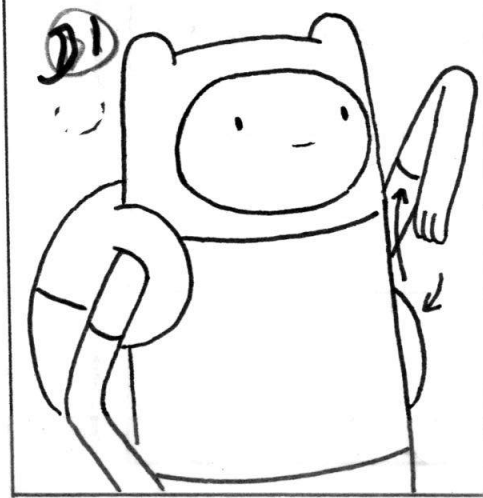
1025/177

Dialon:

F/BUT I'M COOL WITH YOUR MYSTICAL JOURNEY OR WHATEVER...

F/ I'm gonna leave this walkie talkie so we can stay in touch.

-F takes off backpack & fishes in it.



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ADVENTURE TIME



Sc. 28 *CONT*

Pnl.

F

Bg.

day night

Sc. 28 *CONT*

Pnl.

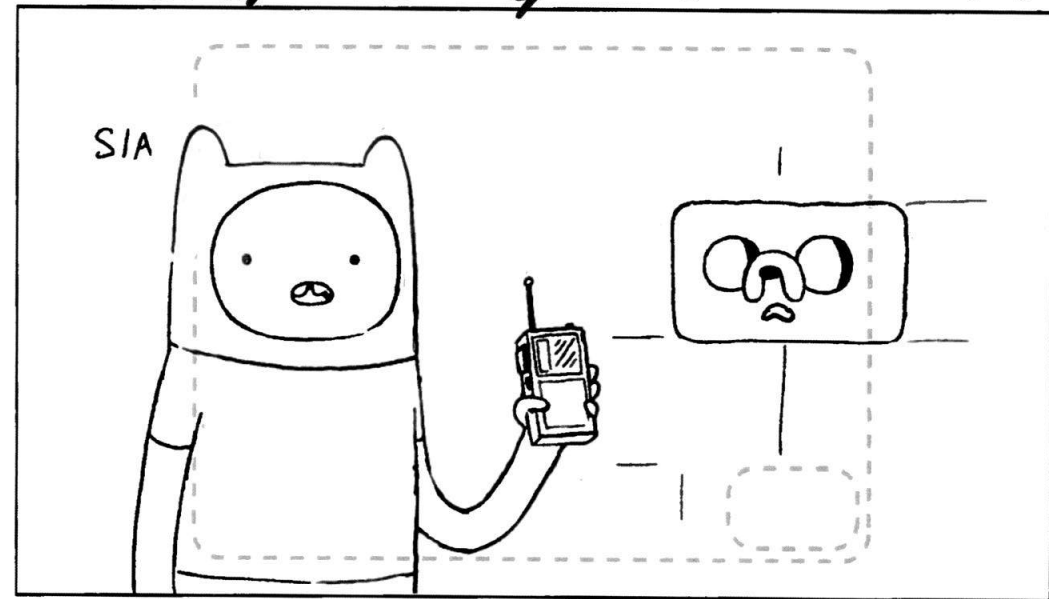
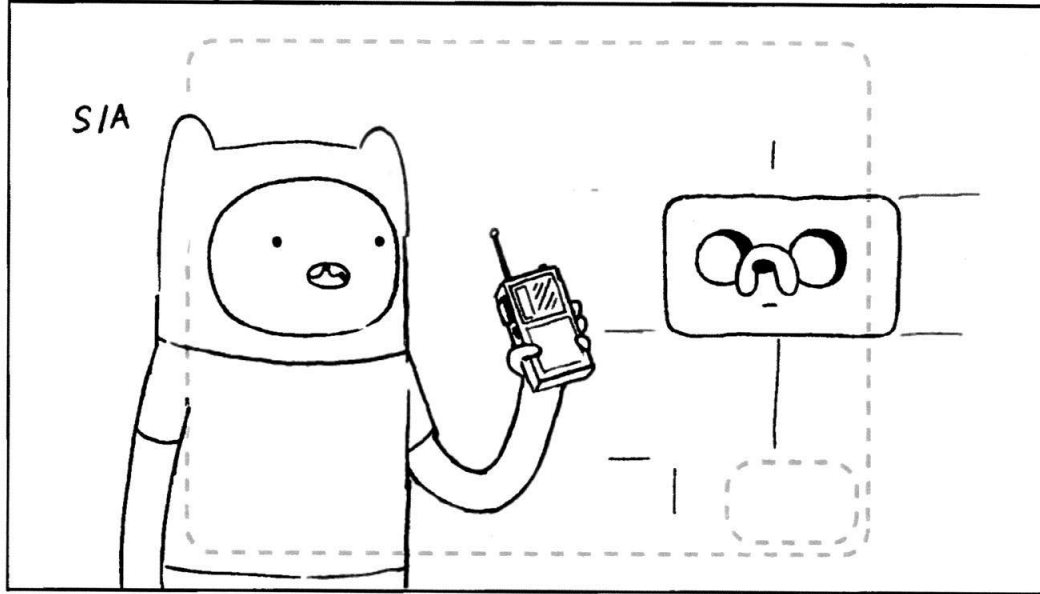
G

Bg.

Page 50

day night

*Hu
Cut*



Dialog:

F/ ... JUST IN CASE

J/ WHAT ?

Action:

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

1025/177

1025/177

Ho
cut

ADVENTURE TIME

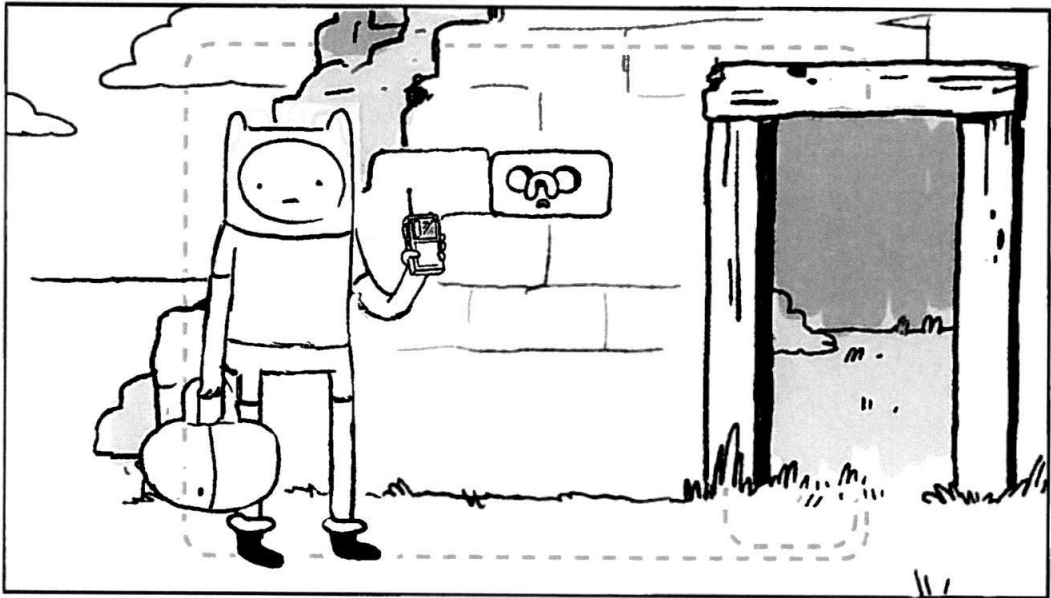


Sc. 29

Pnl. A

Bg.

day night

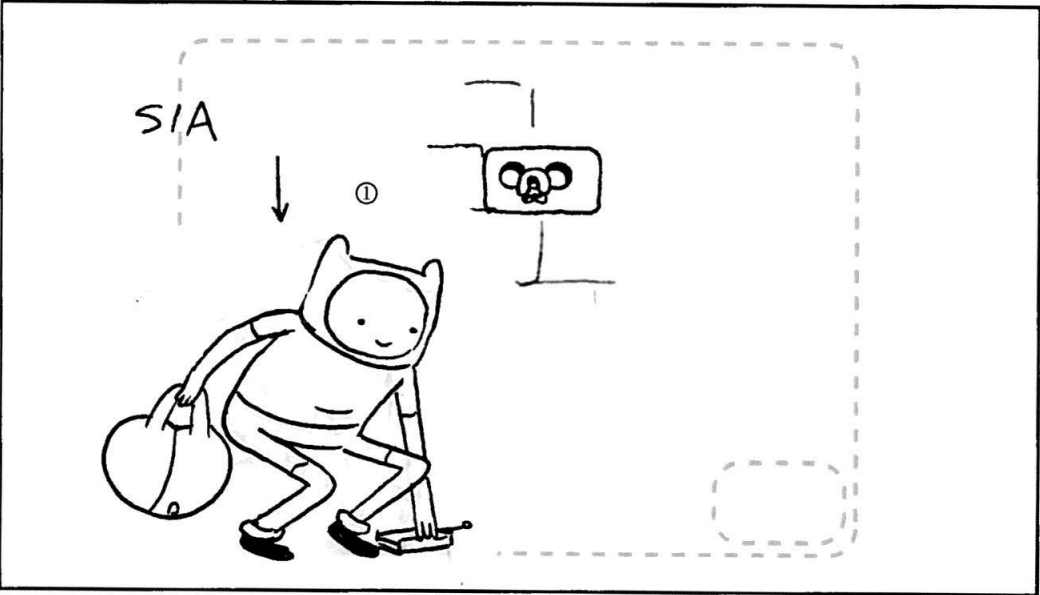


Sc. 29 CONT

Pnl. B

Bg.

day night



Dialog:

U: NO, MAN...

Action:

Timing:



U/

... BRICKS DON'T STAY IN TOUCH!

-F. PUTS DOWN WALKIE-TALKIE



MAR 20 2014

EPISODE # 1025-177

Production :

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1025/177

ADVENTURE TIME



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Sc. 29 *CONT*

Pnl. *C*

Bg.

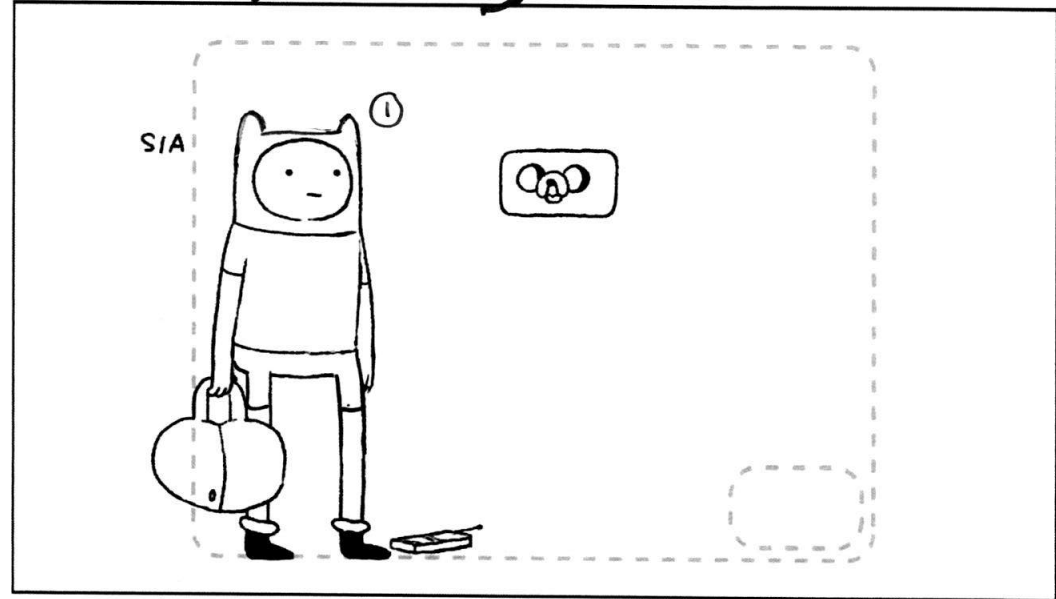
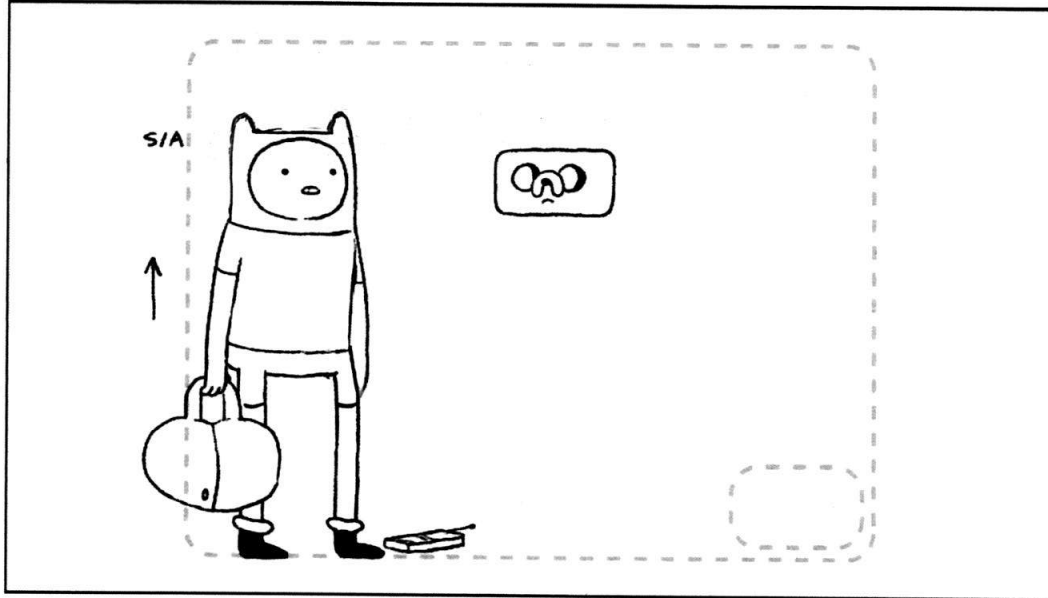
day night

Sc. 29 *CONT*

Pnl. *D*

Bg.

day night



Dialog:

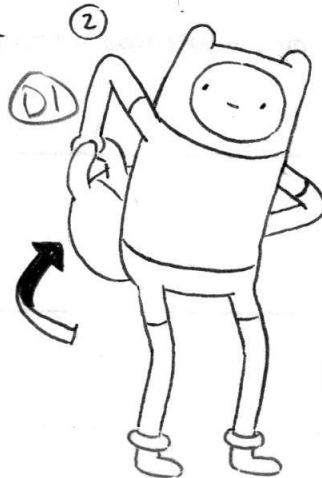
F/ DUDE. BMO IS LIKE, REALLY WORRIED ABOUT YOU.

Action:

- F. STANDS UP.

Timing:

J/ AWWW... YOU TELL THAT
LITTLE GOOFBALL I SAID
"HI!"



EPISODE # 1025-177

1025/177

1025/177

1025/177

MAR 20 2014

ADVENTURE TIME



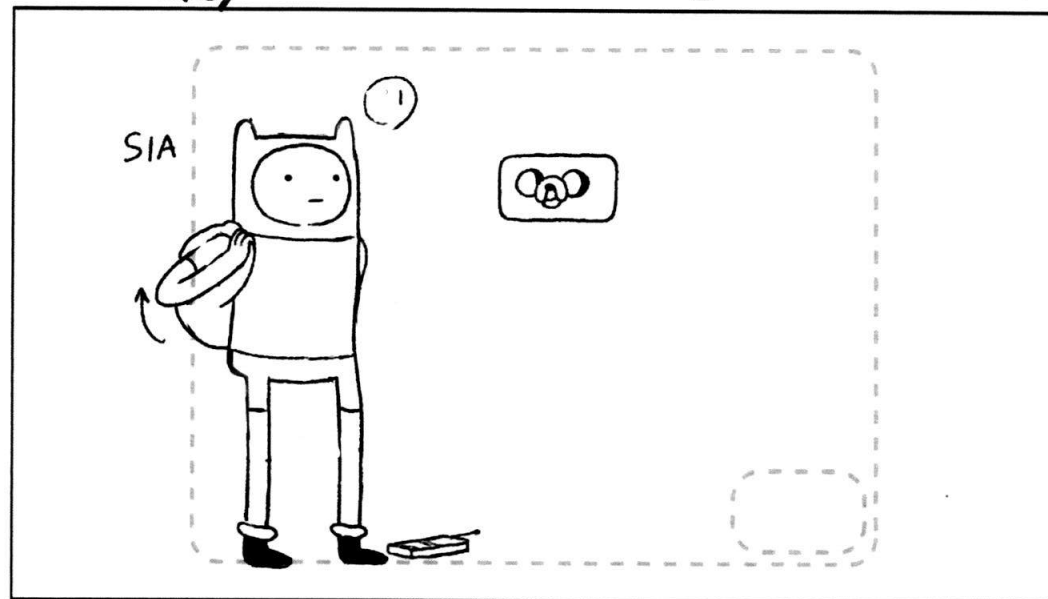
Page 53

Sc. 29 *CONT*

Pnl. E

Bg.

day night

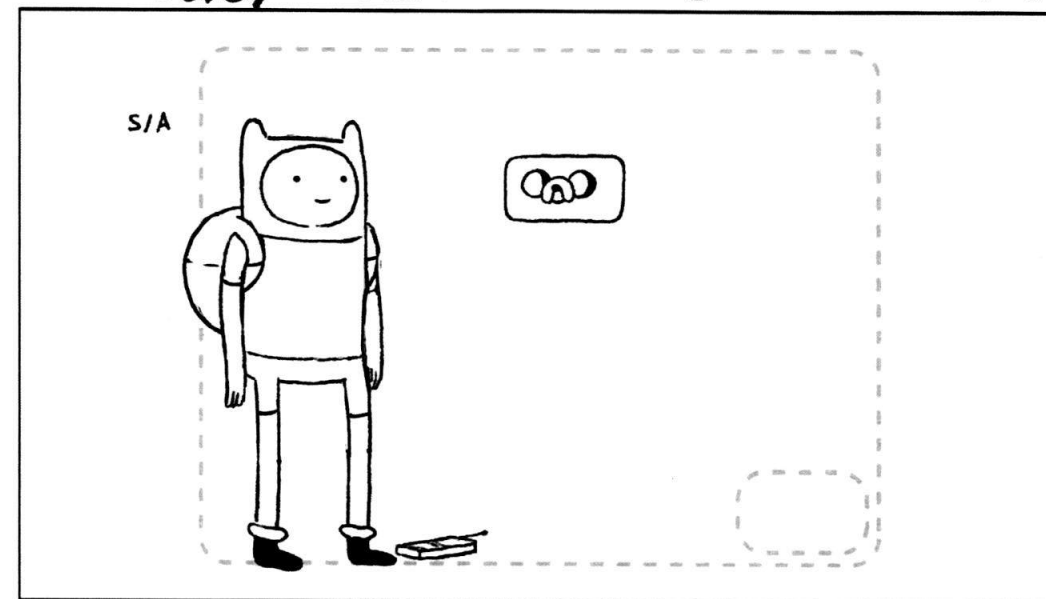


Sc. 29 *CONT*

Pnl. F

Bg.

day night



40 Cut

EPISODE # 1025-177

1025/177

Dialog:

Action:

Timing:



MAR 20 2014

Production :

1025/177

1025/177

HV
Cut

ADVENTURE TIME



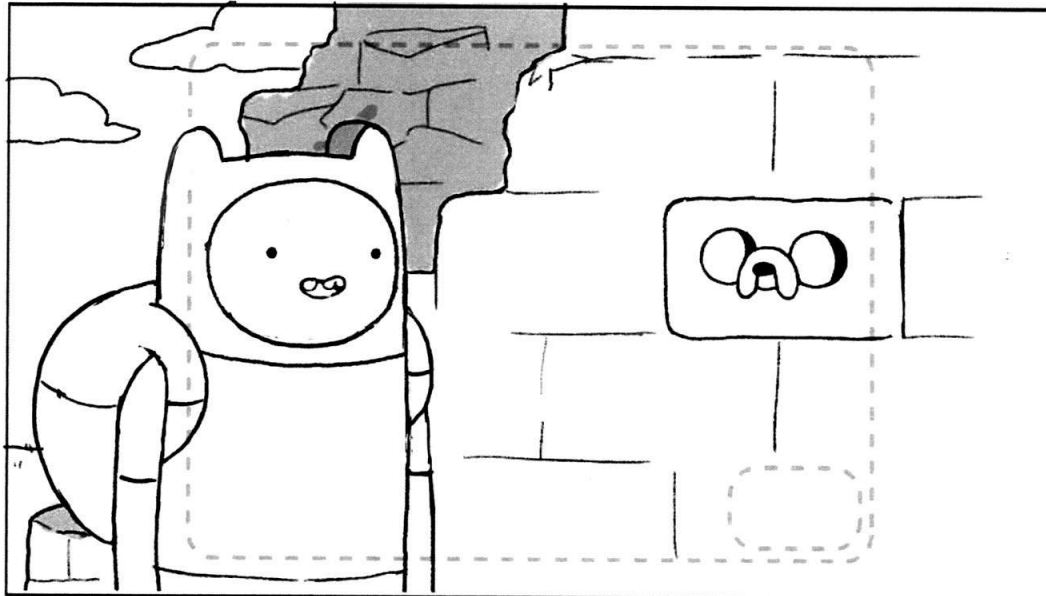
Page 54

Sc. 30

Pnl. A

Bg.

day night

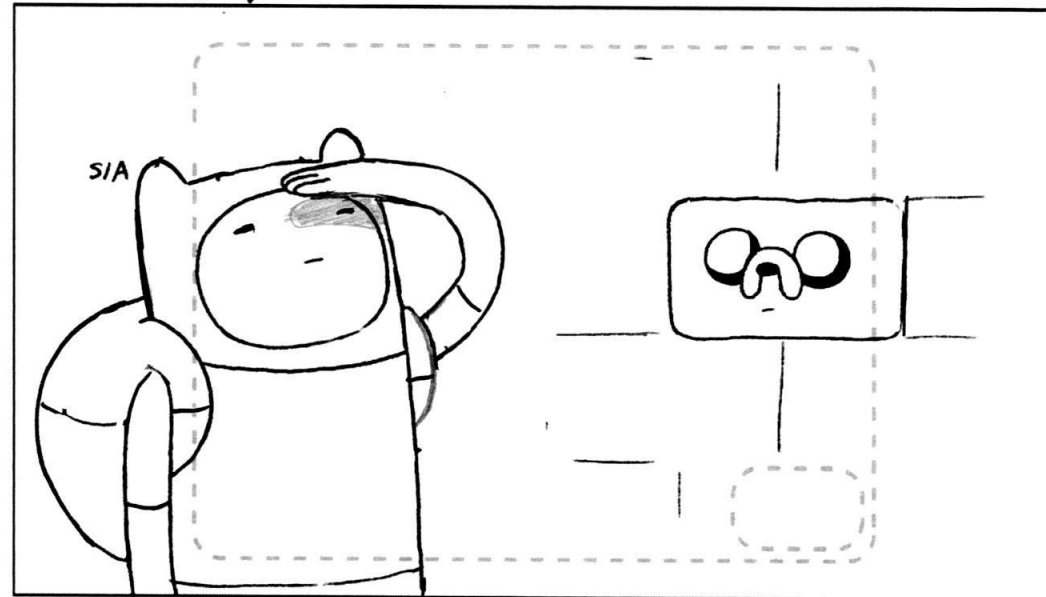


Sc. 30 *CONT*

Pnl. B

Bg.

day night



Dialog:

F/ I WILL.

Action:

- F LOOKS UP AT SUN

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

1025/177

1025/177

ADVENTURE TIME



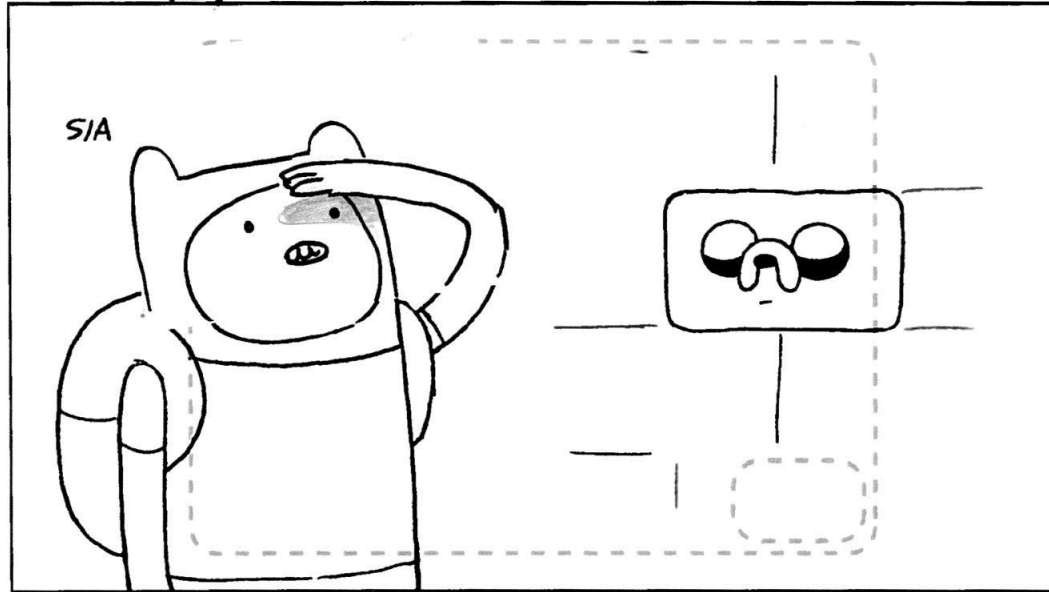
Page 55

Sc. 30 *CONT*

Pnl. C

Bg.

day night

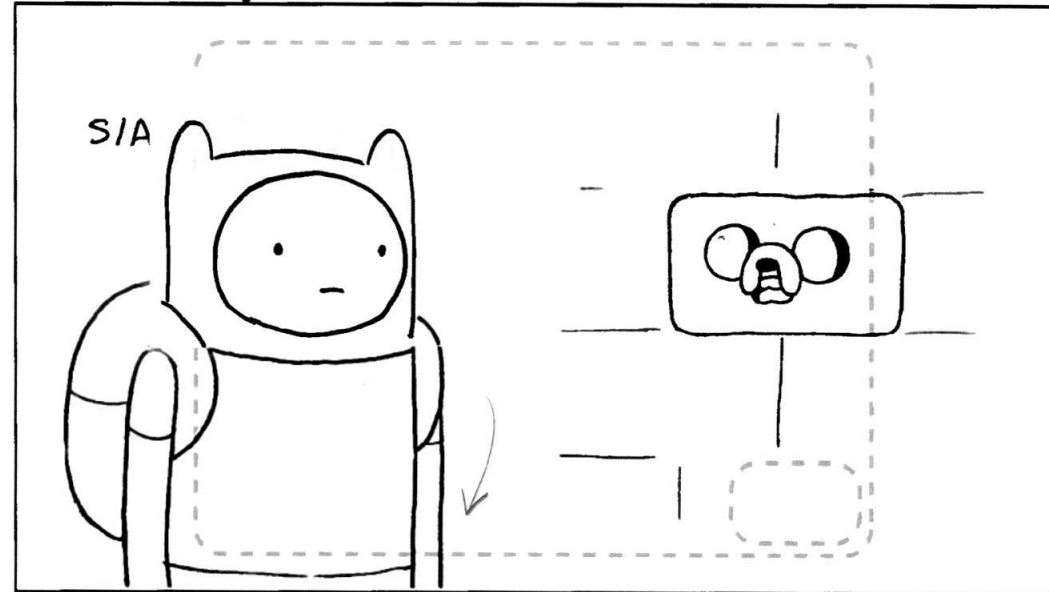


Sc. 30 *CONT*

Pnl. D

Bg.

day night



Dialog:

F / WELP, I GUESS I SHOULD HEAD BACK.

J / OH ... REALLY ? SO SOON ?

Action:

Timing:

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Production :

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ADVENTURE TIME



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Sc. 30 *CONT*

Pnl. *E*

Bg.

day night

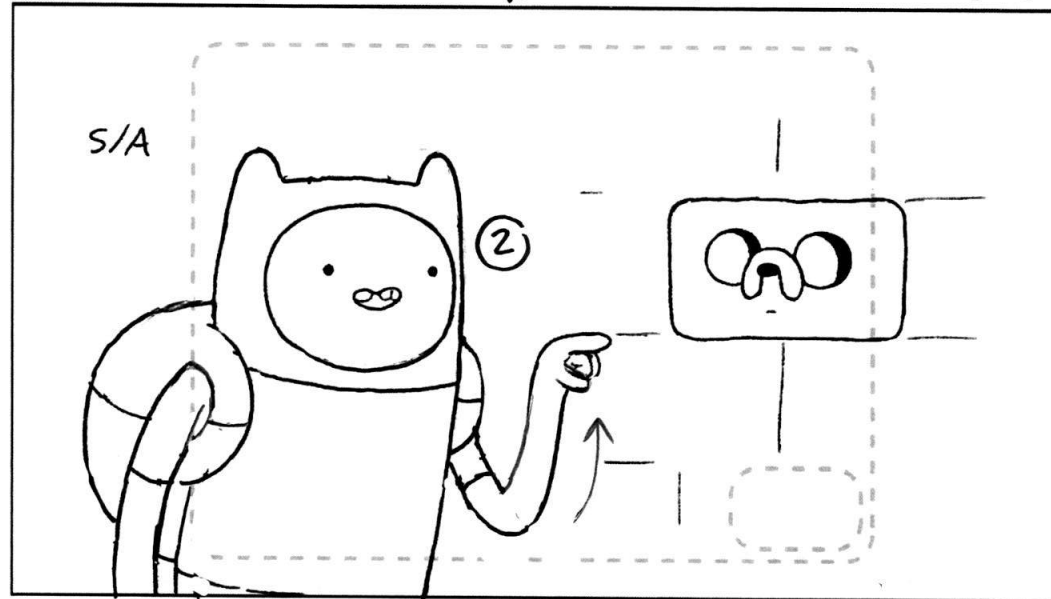
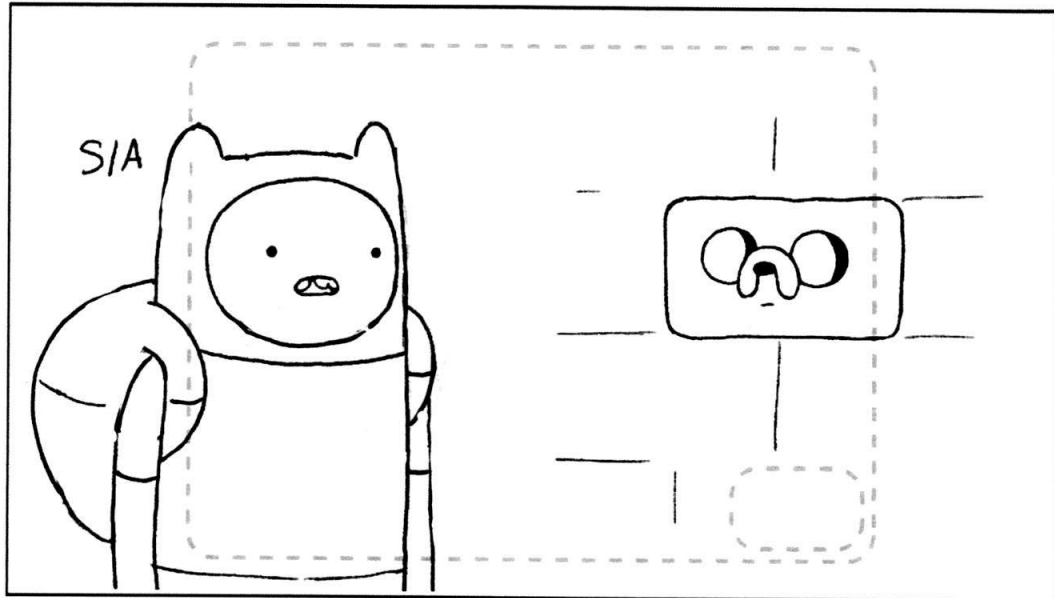
Sc. 30 *CONT*

Pnl. *F*

Bg.

day night

Handwritten: H/Cut



Dialog:

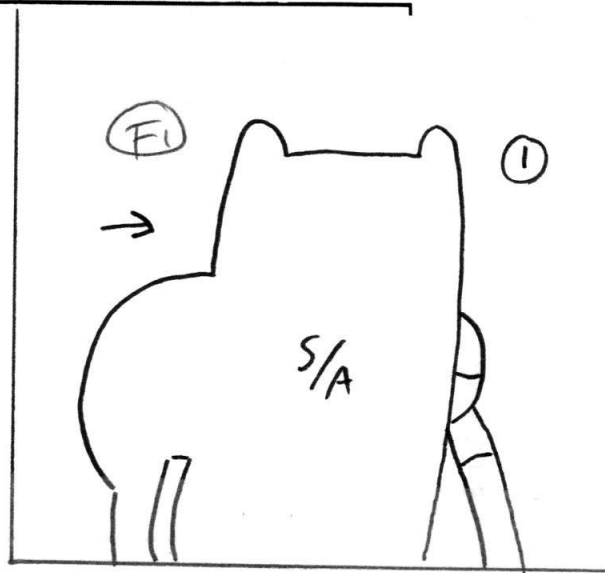
F/ YEAH, WELL, IT TOOK ME LIKE
HALF THE DAY TO GET HERE.

Action:

Timing:

① ②
F/ BESIDES, YOU'RE JUST A
BRICK, RIGHT?

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1025/177

1025/177

1025/177

Ho
Cut

ADVENTURE TIME



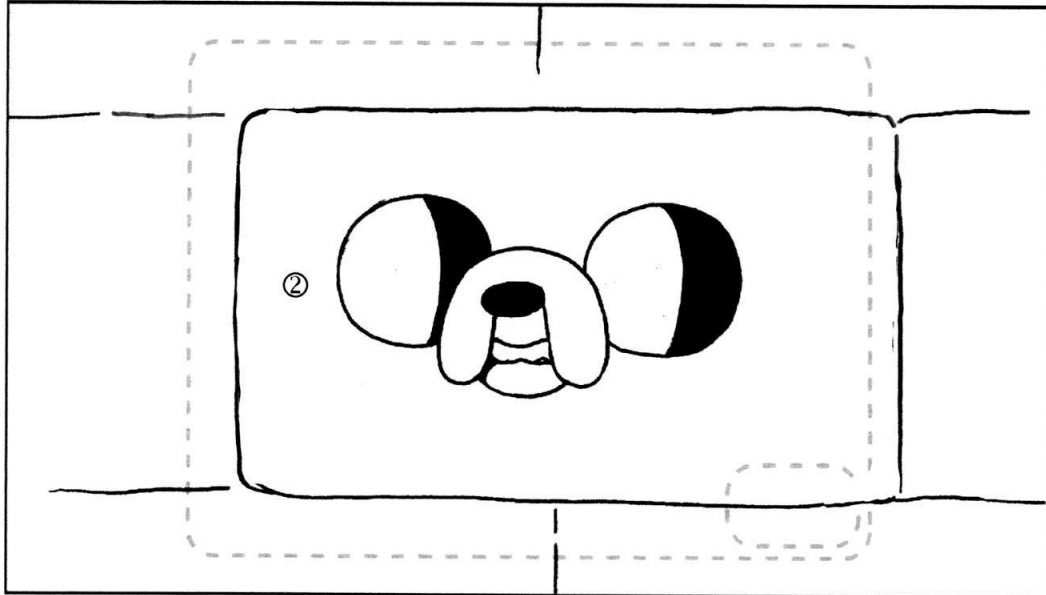
Page 57

Sc. 31

Pnl. A

Bg.

day night

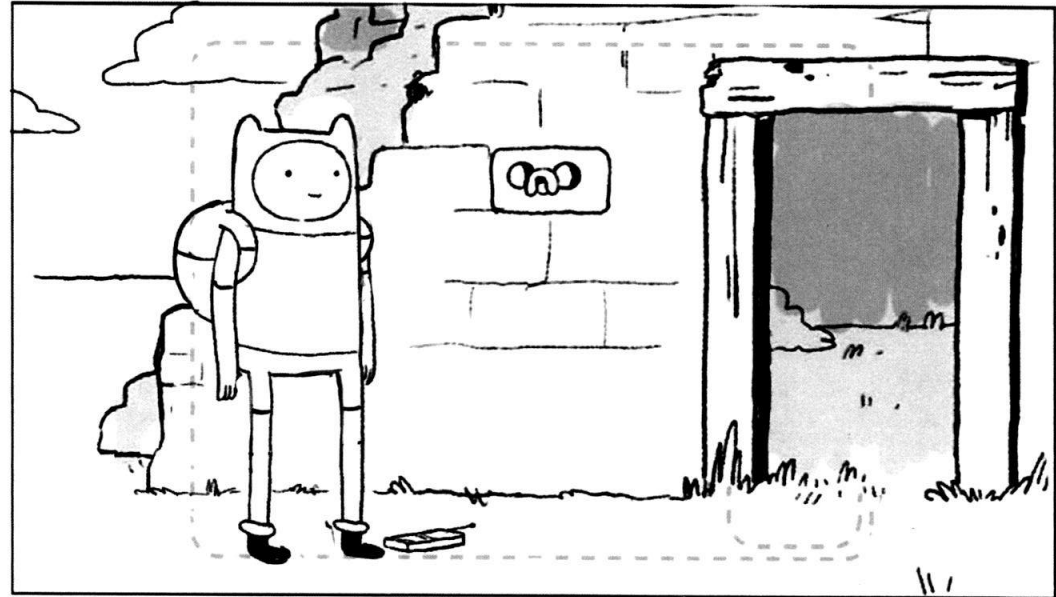


Sc. 32

Pnl. A

Bg.

day night

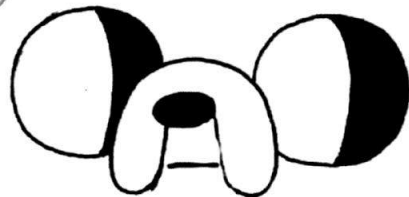


Dialog:

J/ HA HA HA HA HA ... YEAH

Action:

(A)



Timing:

①

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Production :

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ADVENTURE TIME



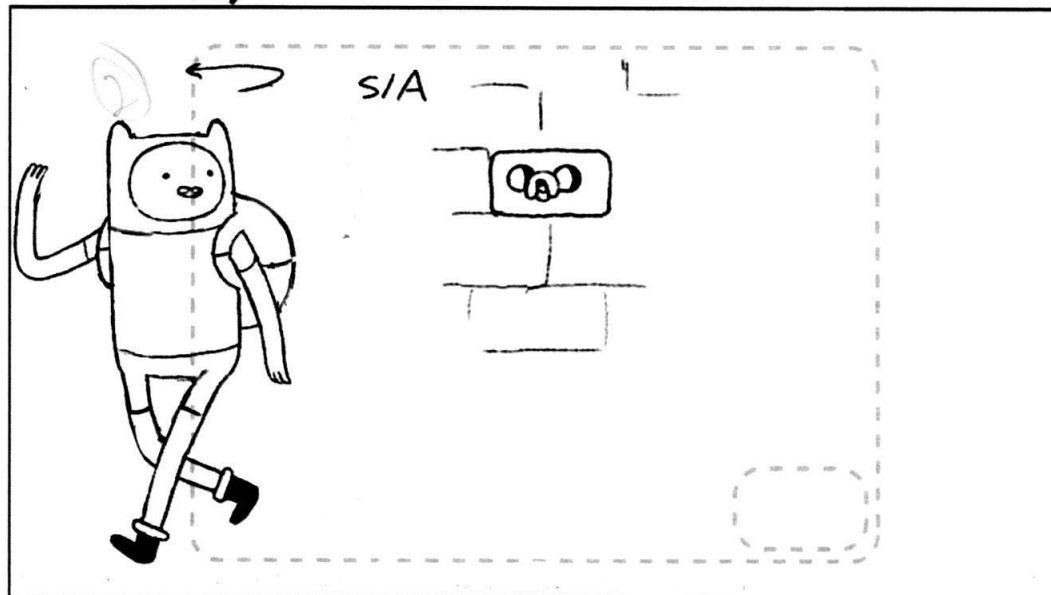
Page 58

Sc. 32 *CONT*

Pnl. B

Bg.

day night

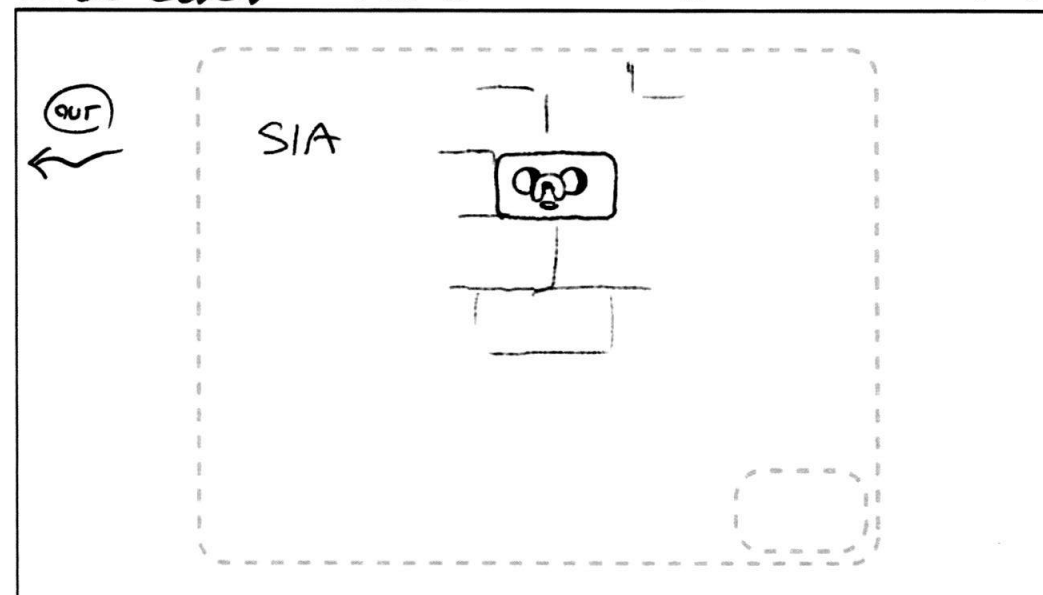


Sc. 32 *CONT*

Pnl. C

Bg.

day night



Dialog:

F/ ALL RIGHT, SEE YA JAKE!

Action:

- F. TURNS AND WALKS OFF/S

Timing:

4x TURN 12x B 10x 8x



J. BYE!

MAR 20 2014

Production :

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1025/177

Hu
Cut

1025/177

HW
Cant

ADVENTURE TIME



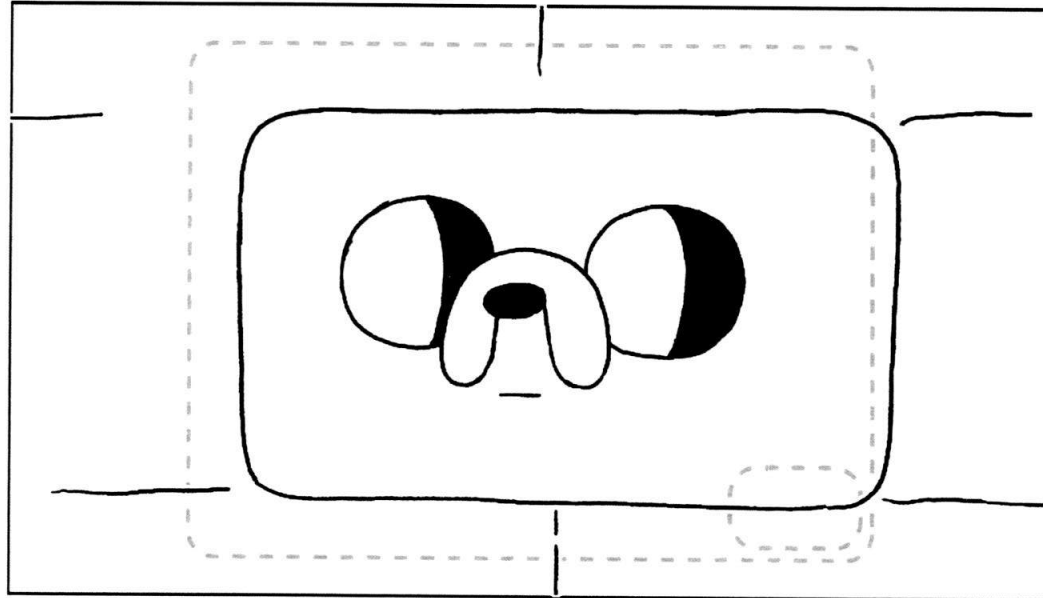
Page 59

Sc. 33

Pnl. A

Bg.

day night

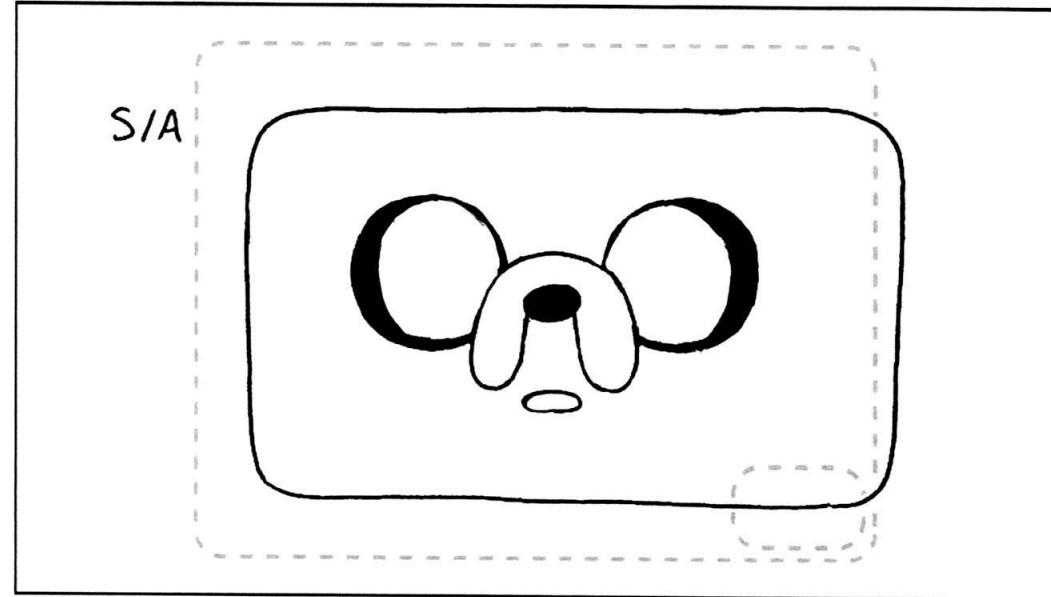


Sc. 33 *cant*

Pnl. B

Bg.

day night



Dialog:

J/ OKAY, BACK TO BEING A BRICK.

Action:

MAR 20 2014

Timing:

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Production :

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ADVENTURE TIME



Page 60

Sc. 33 *CONT*

Pnl. *C*

Bg.

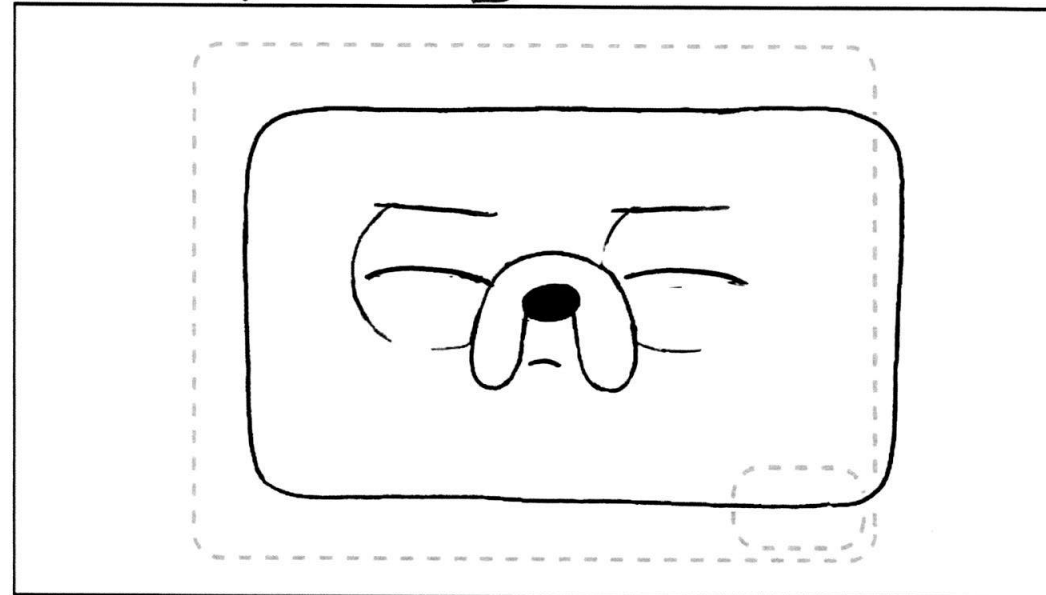
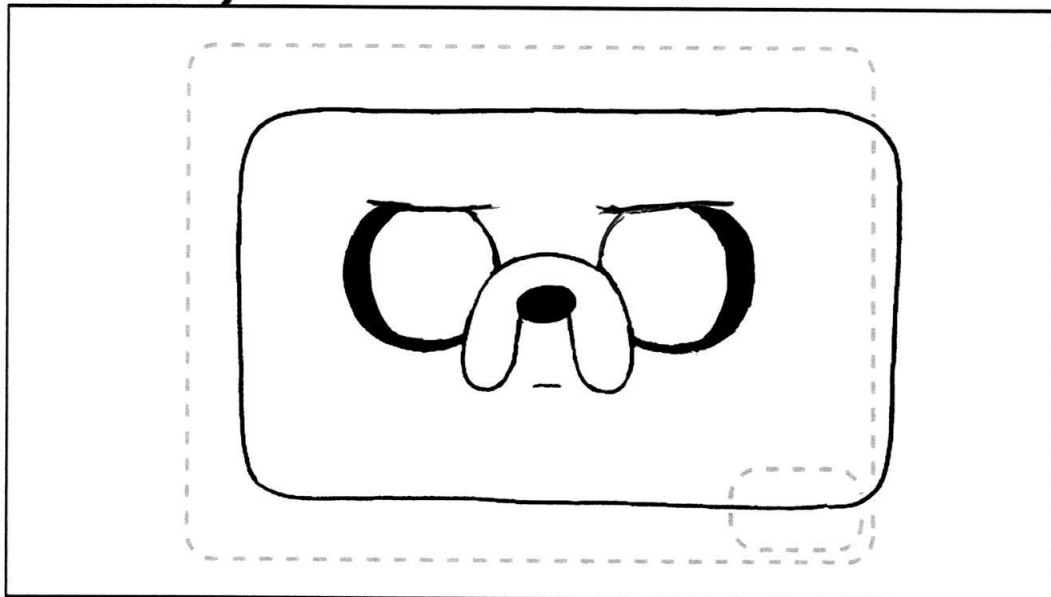
day night

Sc. 33 *CONT*

Pnl. *D*

Bg.

day night



Dialog:

Action:

-J. FURROWS HIS BROW

-J. CLOSES HIS EYES.

MAR 20 2014

Timing:

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Production :

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ADVENTURE TIME



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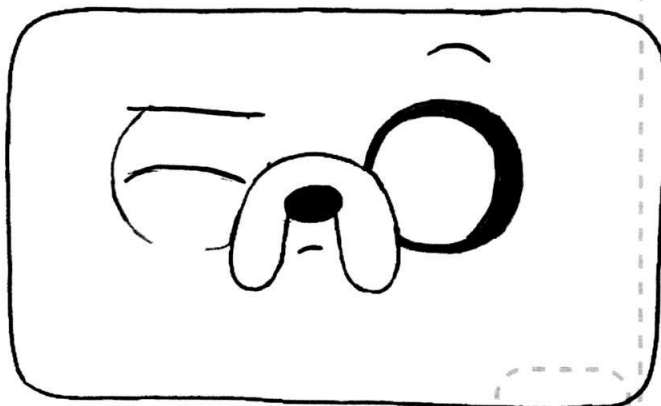
Sc. 33 CONT Pnl. E Bg.

day night

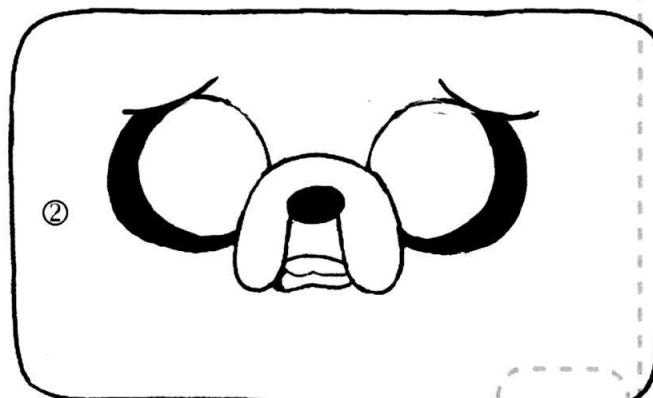
Sc. 33 CONT Pnl. F Bg.

day night

S/A



S/A



Dialog:

J/ I'M SO BORED

Action:

-J. OPENS ONE EYE

(FI)

MAR 20 2014

Timing:



EPISODE # 1025-177

Production :

ADVENTURE TIME

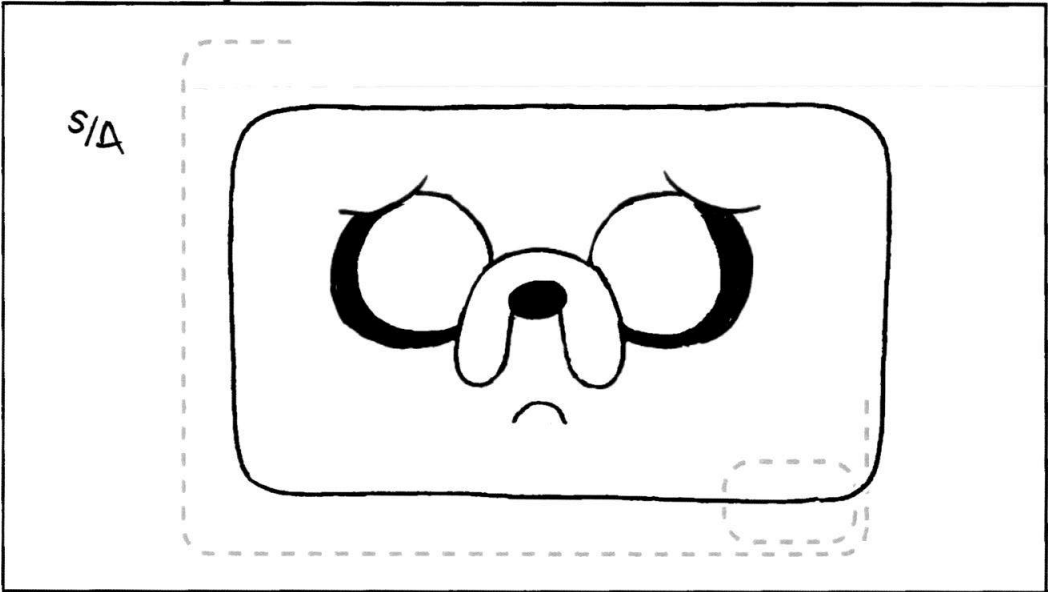


Sc. 33 *cont*

Pnl. G

Bg.

day night

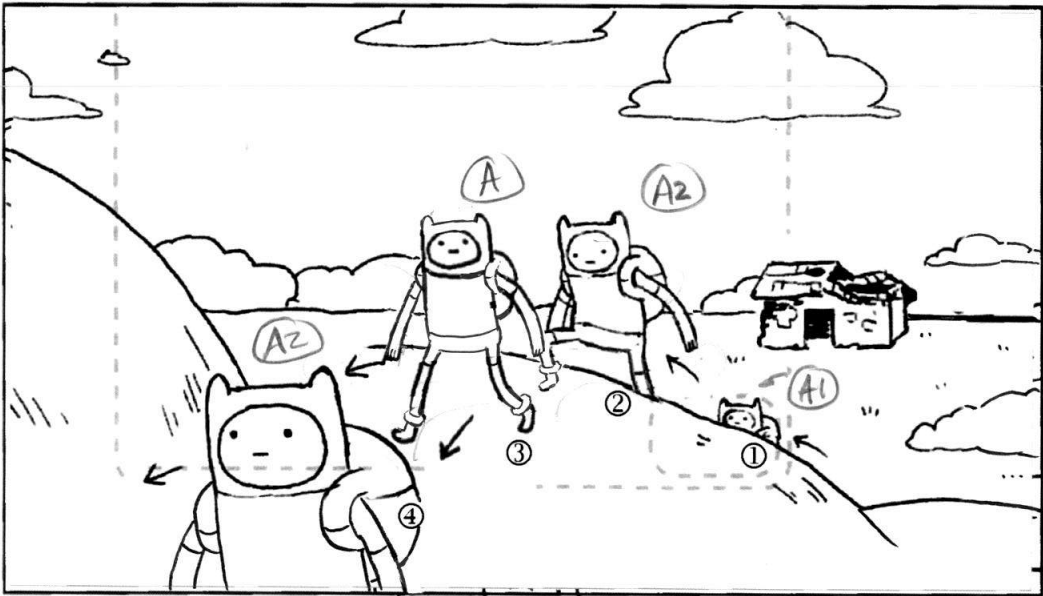


Sc. 34

Pnl. A

Bg.

day night



Dialog:

SFX : (SAD MUSIC)

Action:

- FINN WALKS OVER HILL AND OFF/S

Timing:

MAR 20 2014

EPISODE # 1025-177

Production :

ADVENTURE TIME



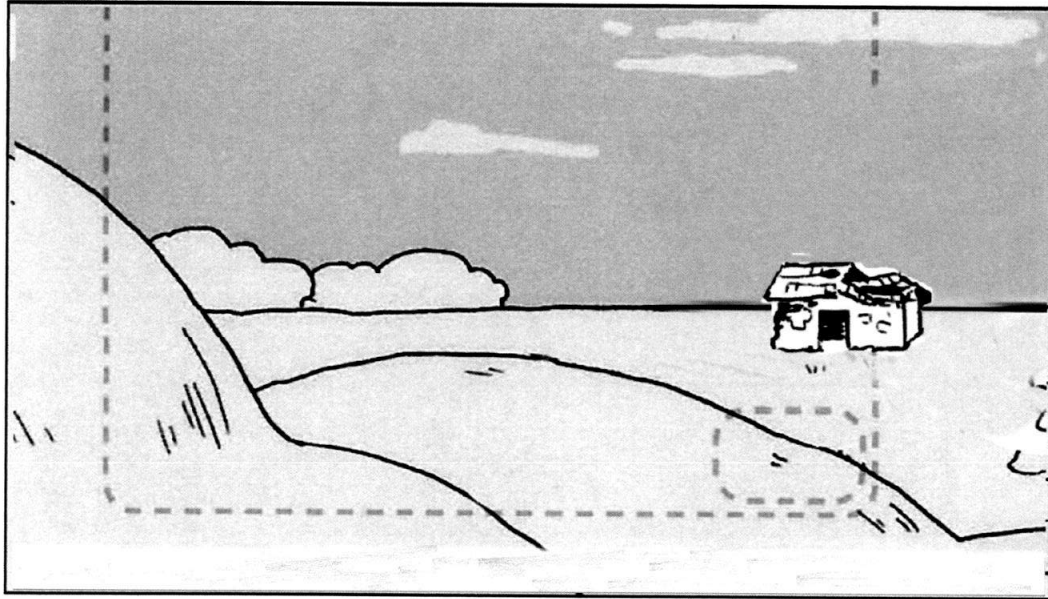
Ho Cut

Page 63

Sc. 34 *CONT* Pnl. B

Bg.

day night

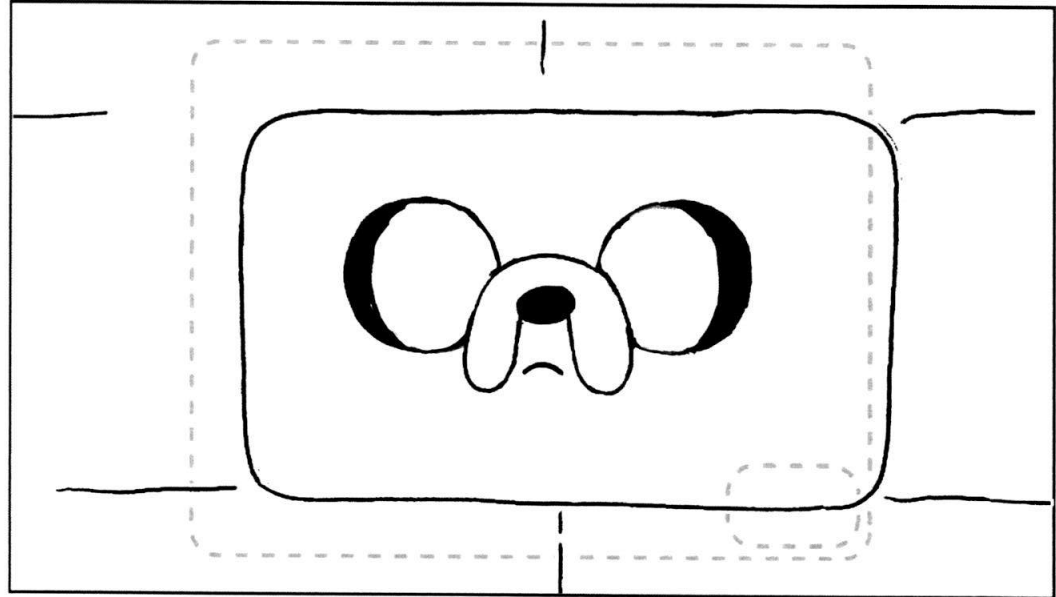


Sc. 35

Pnl. A

Bg.

day night



Dialog:

Action:

— TIME LAPSE TO DUSK

DUSK COLORS

MAR 20 2014

Timing:

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Production :

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ADVENTURE TIME



Page 64

Sc. 35 *CONT*

Pnl. B

Bg.

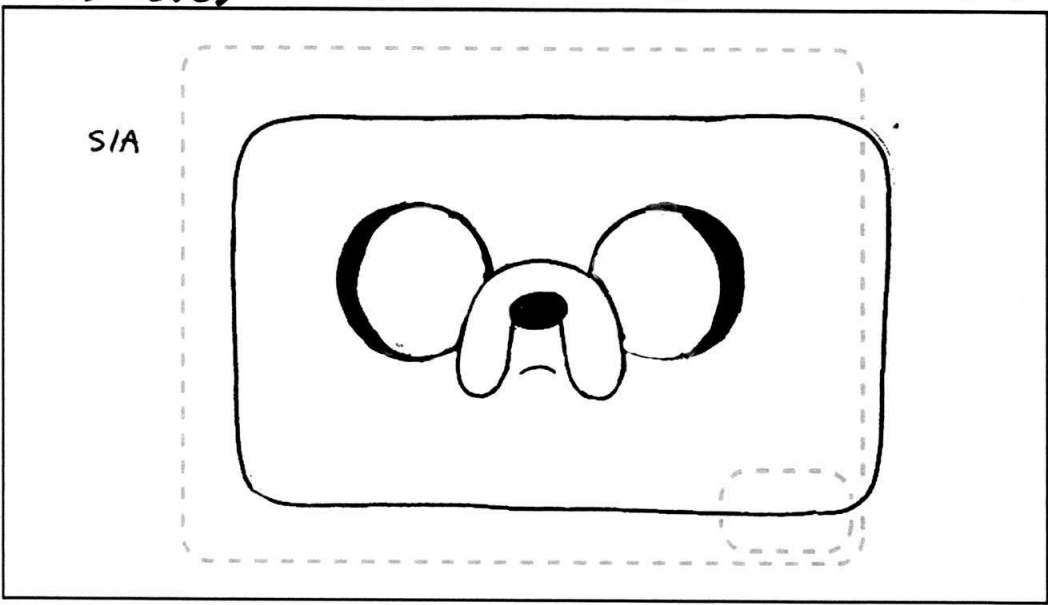
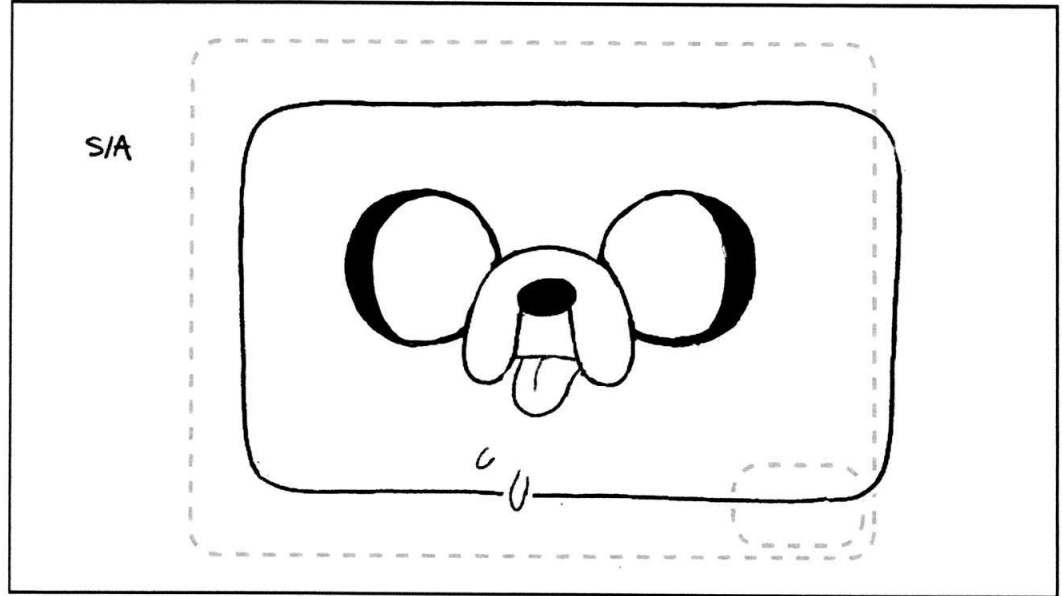
day night

Sc. 35 *CONT*

Pnl. C

Bg.

day night



Dialog:	
J / THBBBTTT!	
Action:	
MAR 20 2014	
Timing:	

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Production :

1025/177

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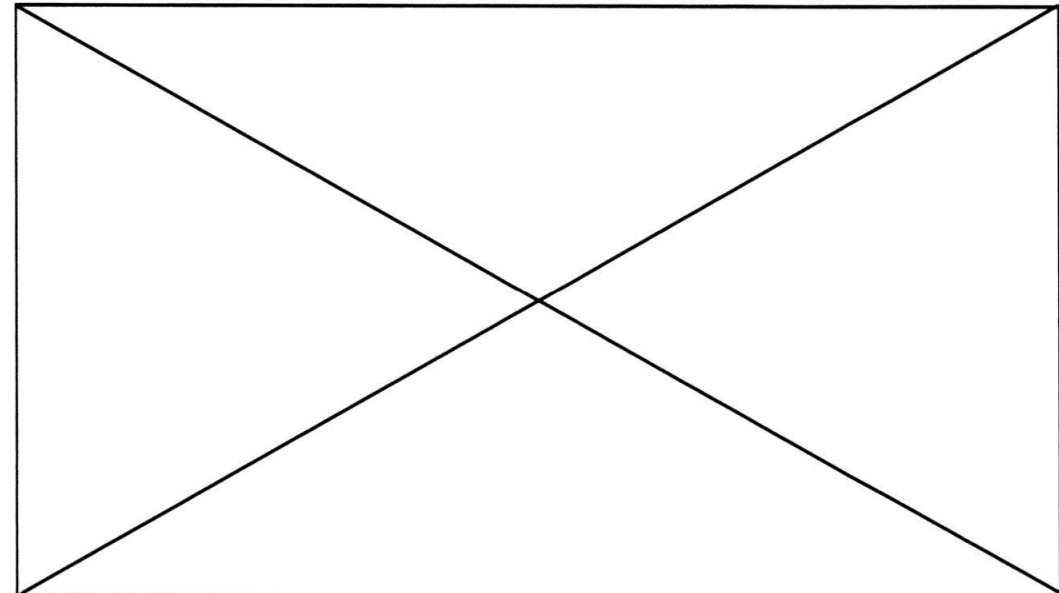
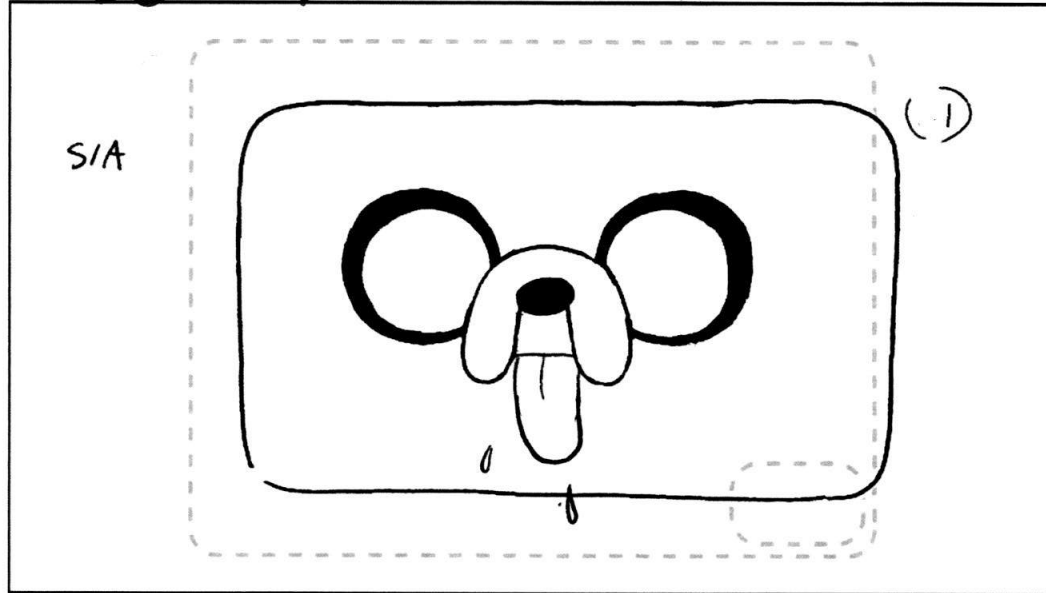
1025/177


ADVENTURE TIME



Sc. 35 cont Pnl D Bg. day night

Page 65
NO PGS 66-71
day night



Dialog:	
<u>J: THBBBT</u>	 (1) (2)
Action:	
<u>- J. RASPBERRIES HARDER.</u>	
Timing:	

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ADVENTURE TIME



Page 72

Sc. 35 *CONT*

Pnl. E

Bg.

day night

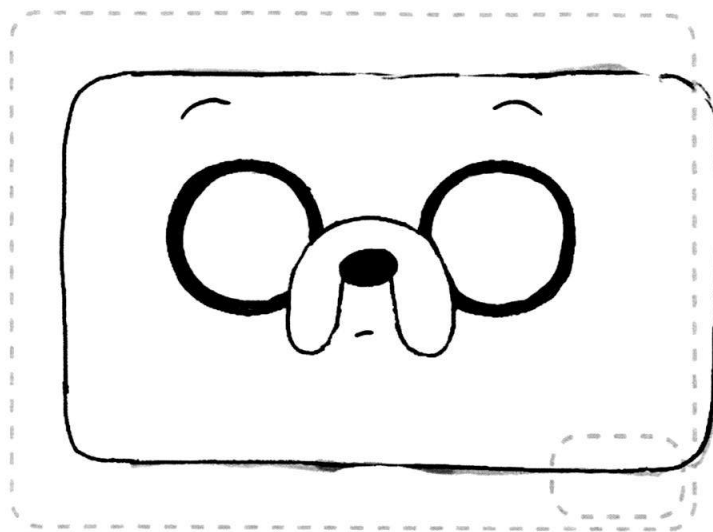
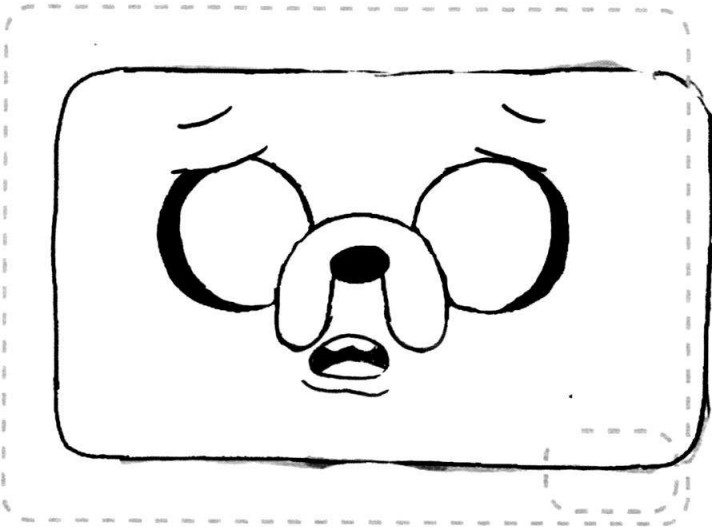
Sc. 35 *CONT*

Pnl. F

Bg.

day night

SIA



Dialog:

J/ I'M STARTING TO GET A LITTLE TIPPY IN MY TEACUPS

SFX/ * RUSTLE RUSTLE *

Action:

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Timing:

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Production :

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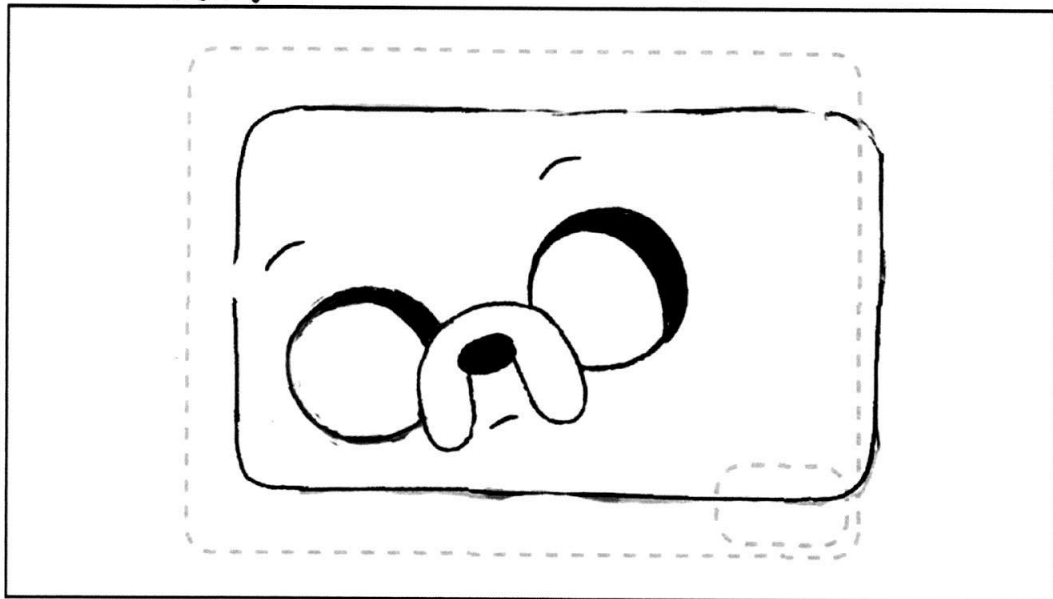


Page 73

Sc. 35 *CONT* Pnl. G

Bg.

day night

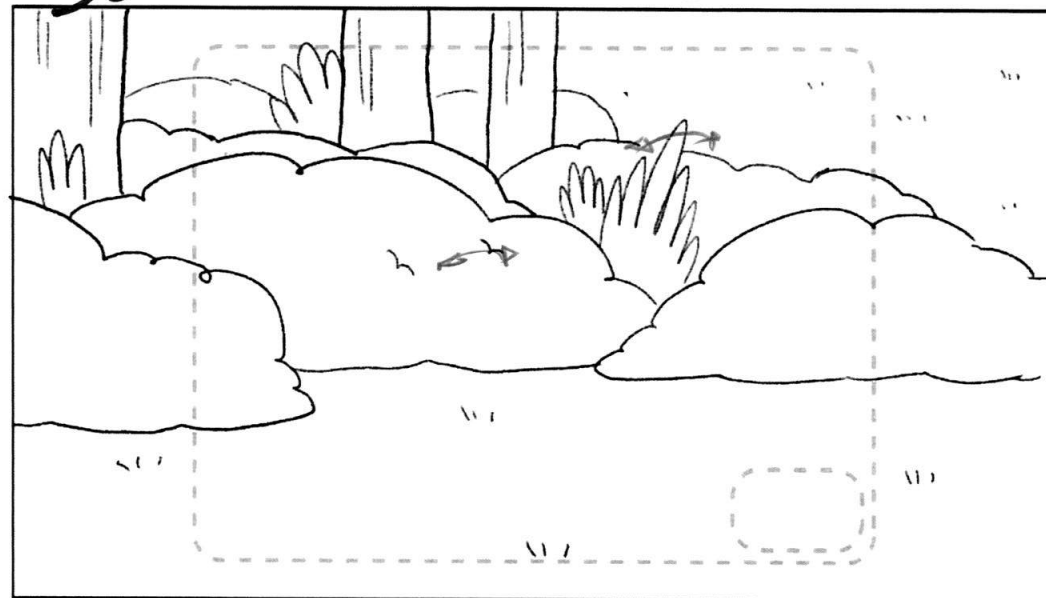


Sc. 36

Pnl. A

Bg.

day night



Dialog:

Action:

- J. LOOKS DOWN.

BUSH RUSTLING (A,B,A,B)

Timing:



EPISODE # 1025-177

Production :

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1025/177

ADVENTURE TIME



Page 74

Sc 36 cont

Pnl. B

Bg.

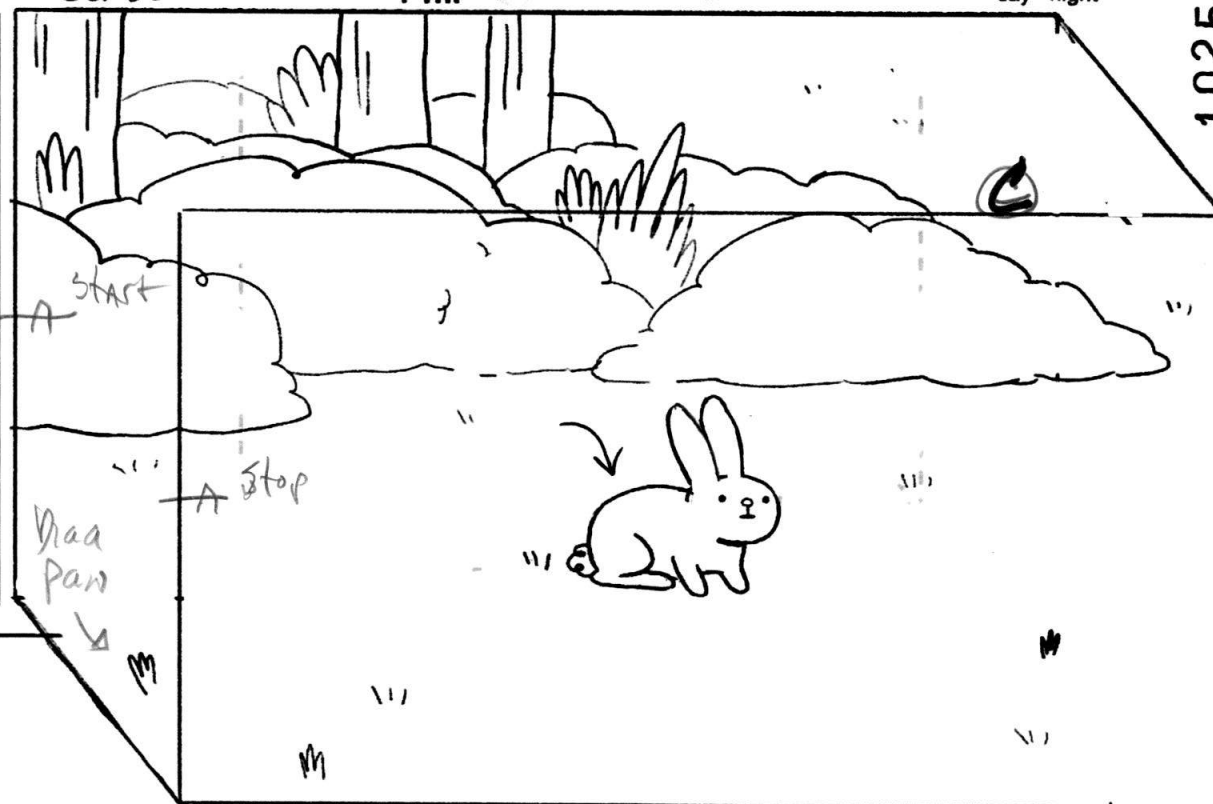
day night

Sc. 36

Pnl. C

Ba

day night



Dialog:

SFX: SKSH

Action:

- BUNNY HOPS OUT OF BUSH

- ADJ AS BUNNY LANDS

MAR 20 2014

Timing:

Production :

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1025/177

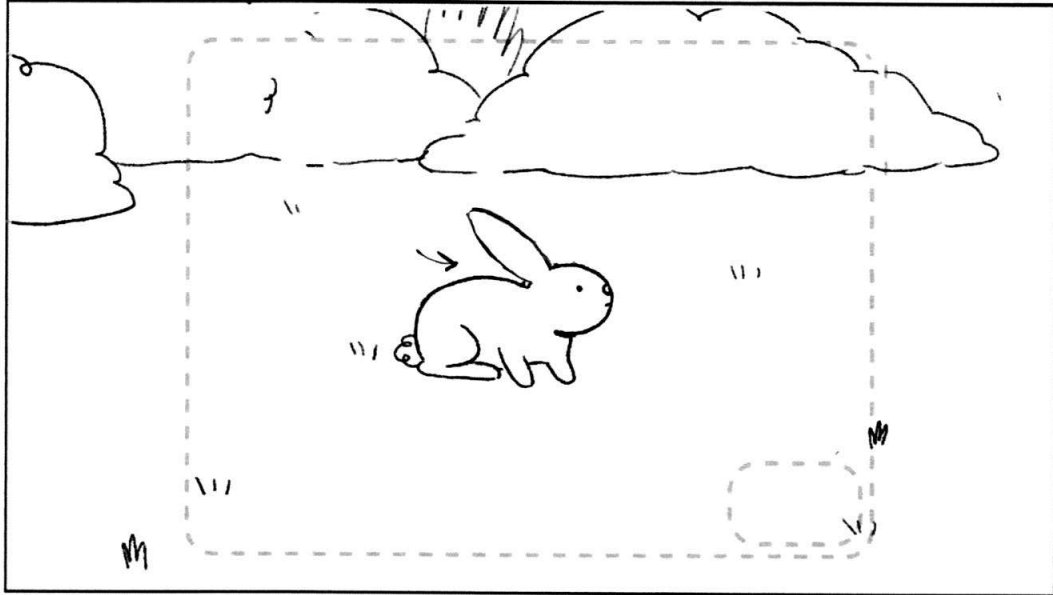
1025/177

ADVENTURE TIME

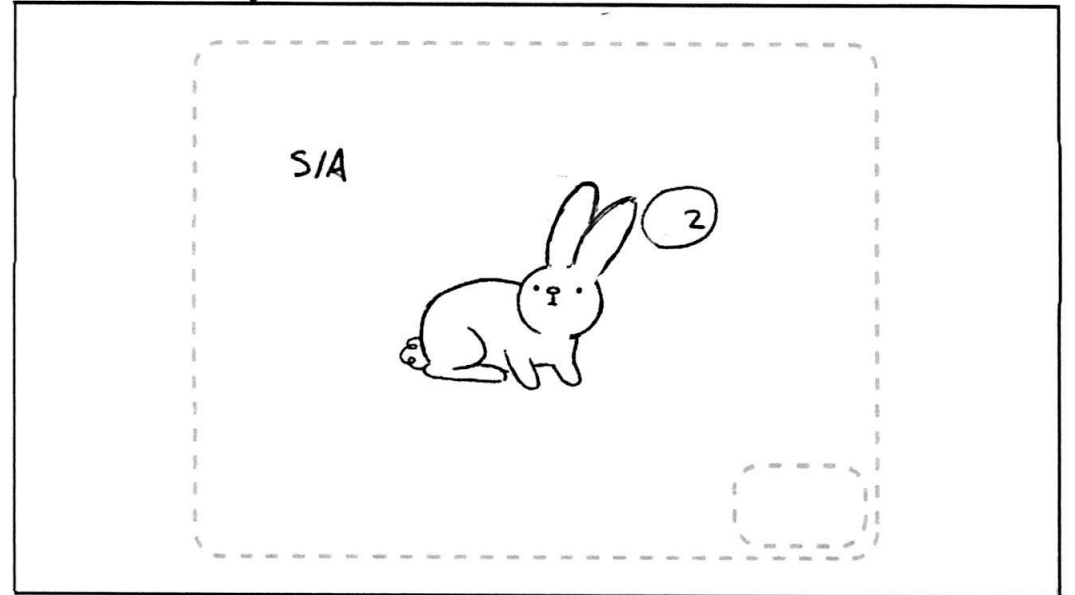


Page 75

Sc. 36 *CONT* Pnl. D Bg. day night



Sc. 36 *CONT* Pnl. E Bg. day night



Cut

EPISODE # 1025-177

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Dialog:	
Action:	- B. LOOKS AROUND.
Timing:	



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Production :

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1025/177

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Cut

ADVENTURE TIME



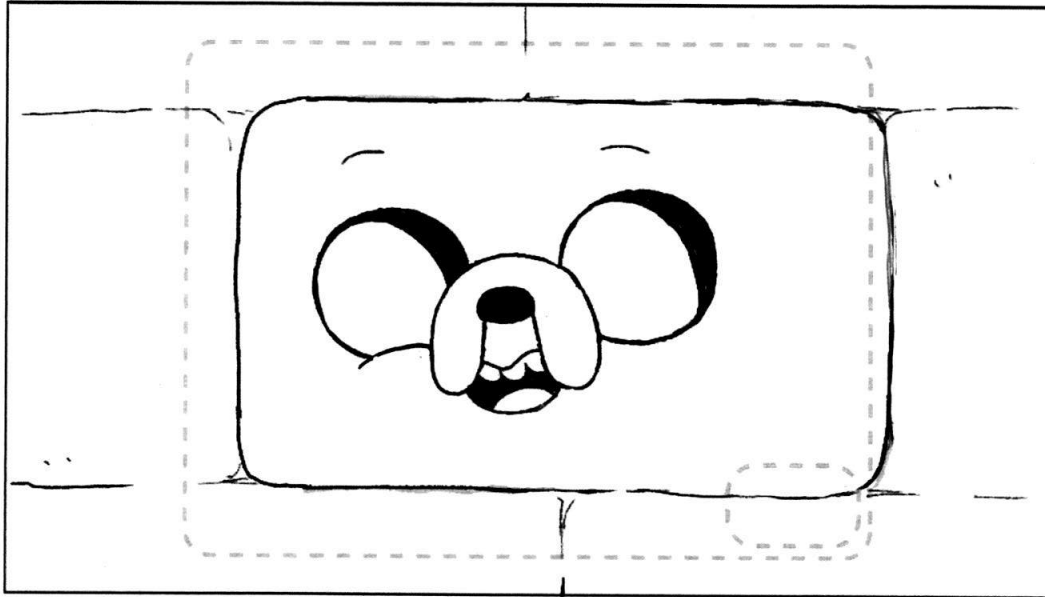
Page 76

Sc. 37

Pnl. A

Bg.

day night

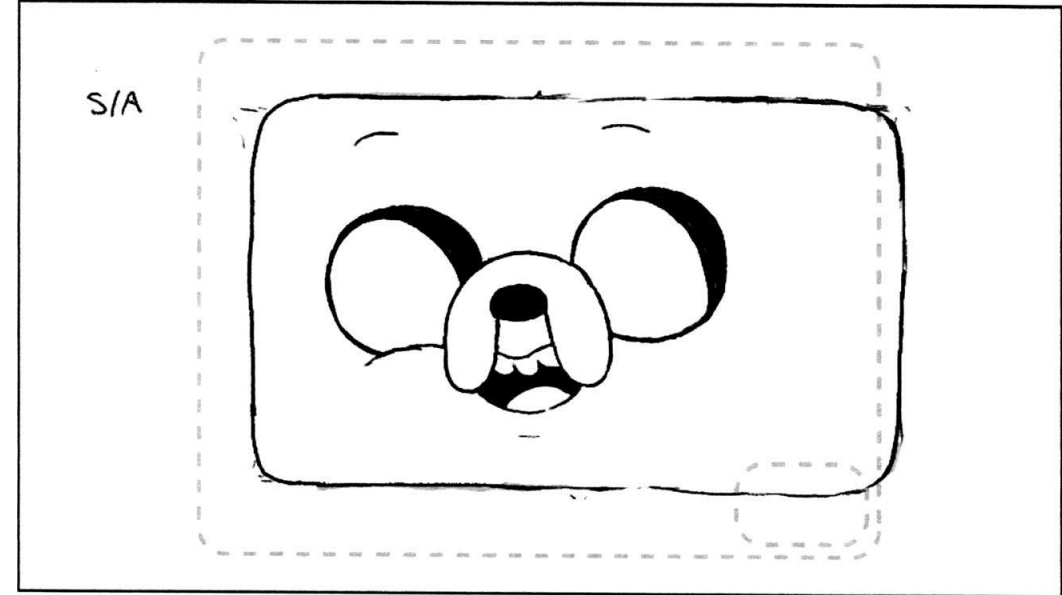


Sc. 37 *CONT*

Pnl. B

Bg.

day night

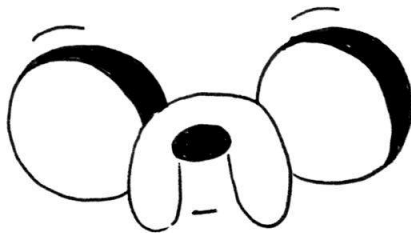


Dialog:

J/ (WHISPERED) A BUNNY!

Action:

Timing:



(A1) S.P.

MAR 20 2014

Cut

EPISODE # 1025-177

Production :

1025/177

1025/177

Cut

ADVENTURE TIME



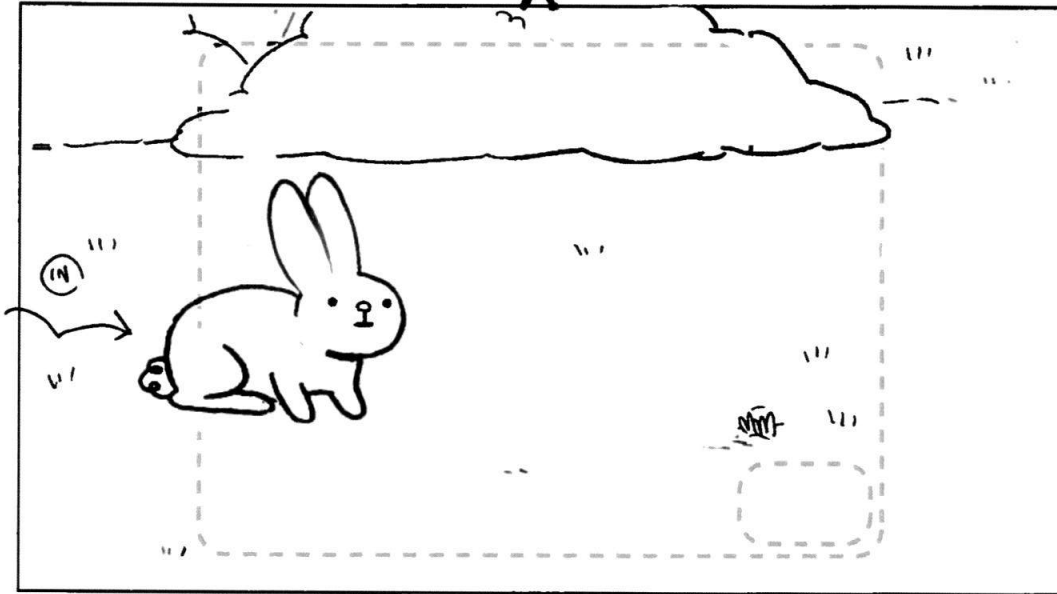
Page 77

Sc. 38

Pnl. A

Bg.

day night

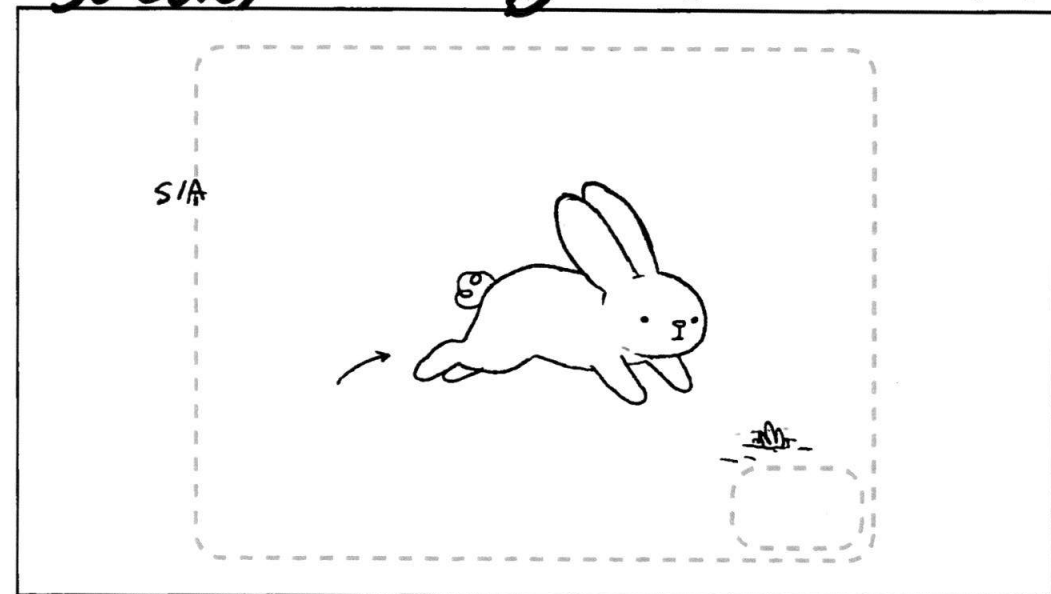


Sc. 38 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

- BUNNY HOPS ON/S.

BUNNY HOPS

Timing:



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EPISODE # 1025-177

Production :

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1025/177

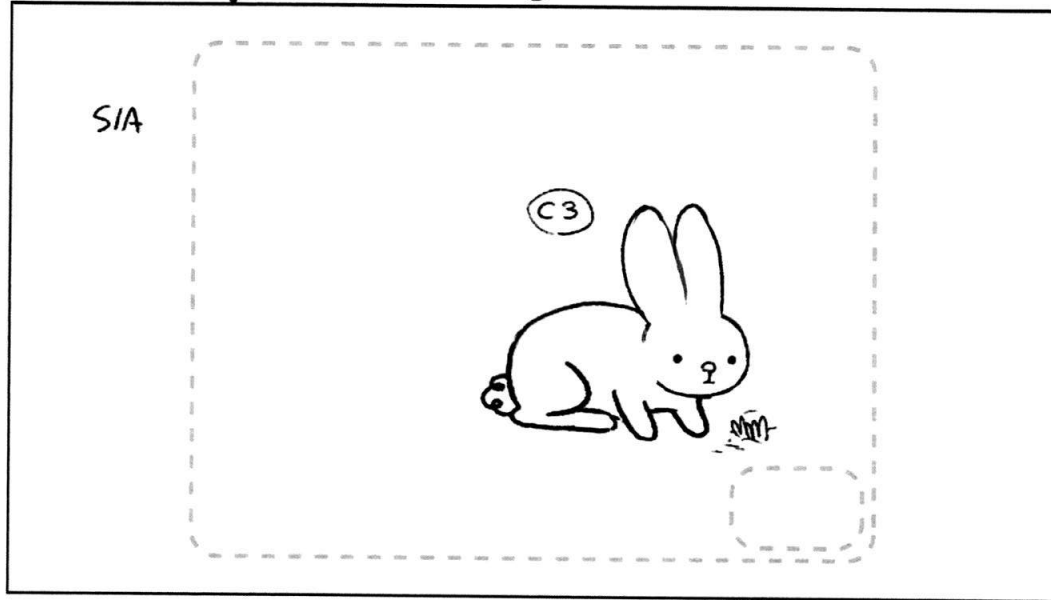
ADVENTURE TIME



Page 78

Sc. 38 *CONT* Pnl. *C* Bg.

day night

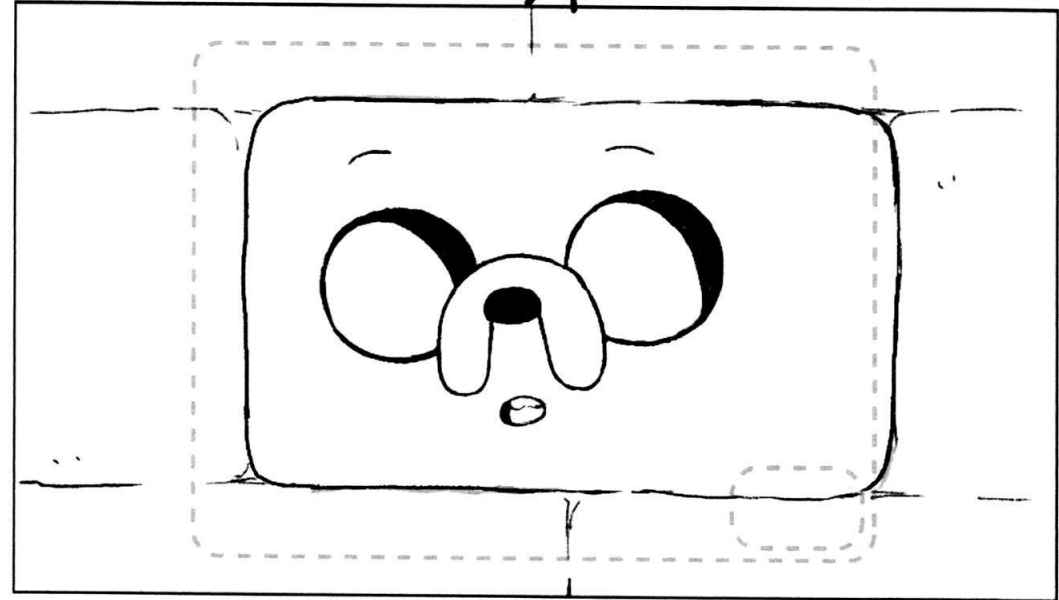


Sc. 39

Pnl. *A*

Bg.

day night

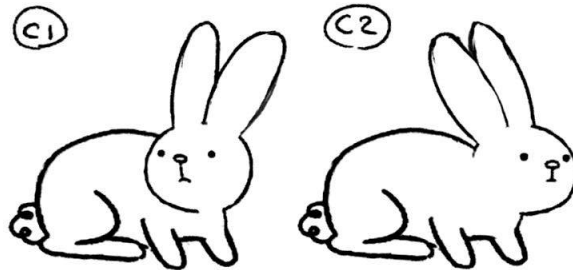


Dialog:

Action:

BUNNY LOOKS AROUND

Timing:



MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

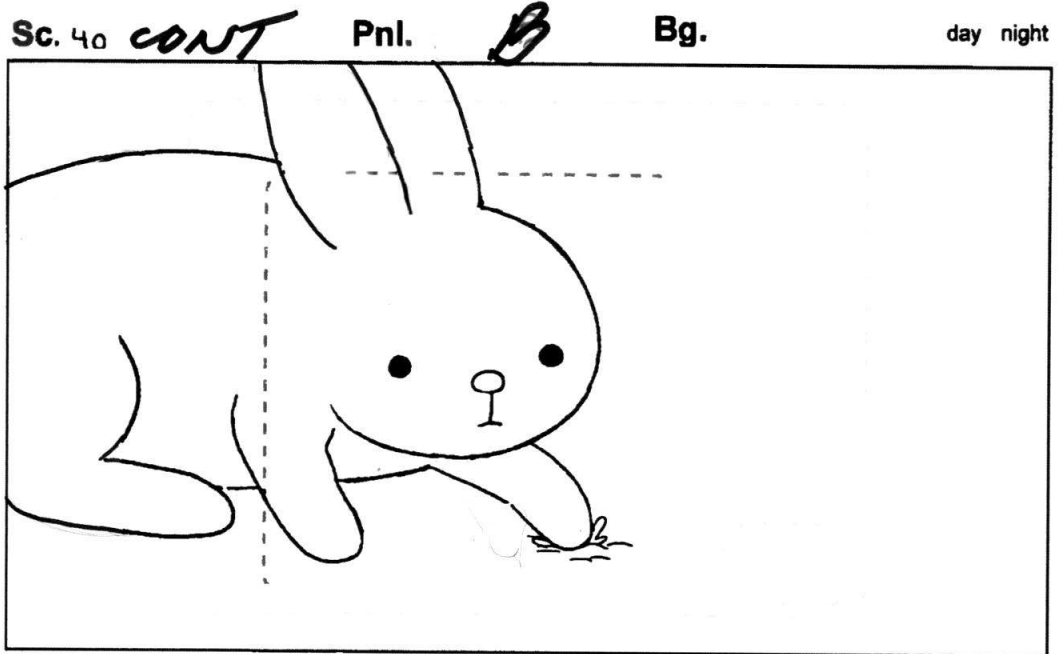
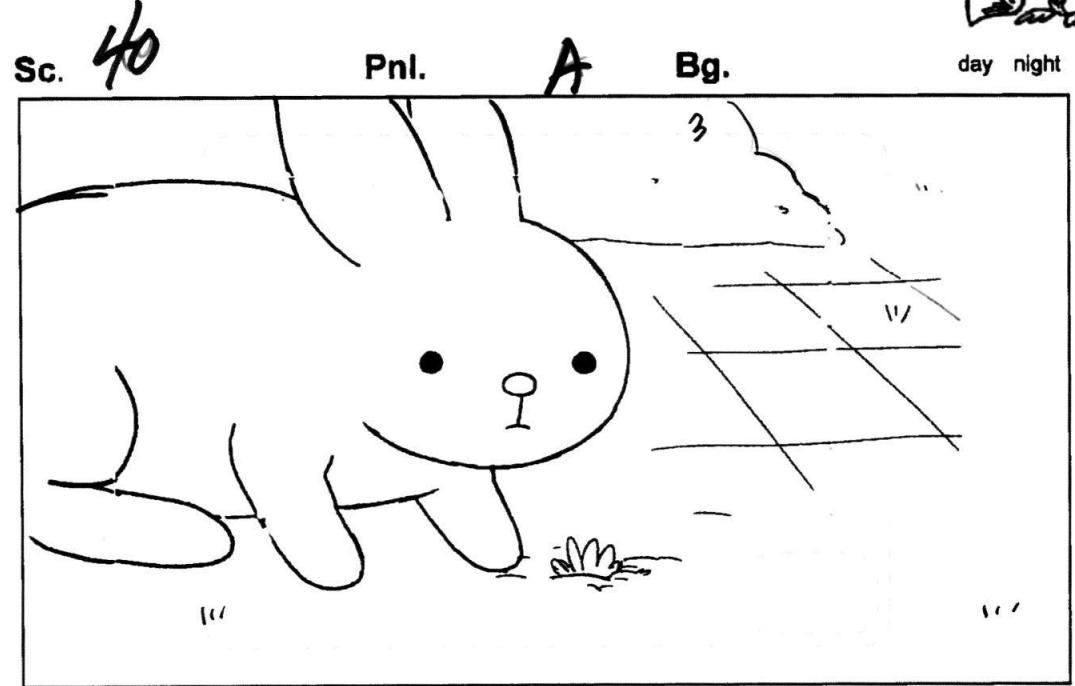
1025/177

1025/177

ADVENTURE TIME



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Dialog:

Action:

Timing:

BUNNY PAWS GROUND
(B-BI-B-BI)

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Production :

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1025/177

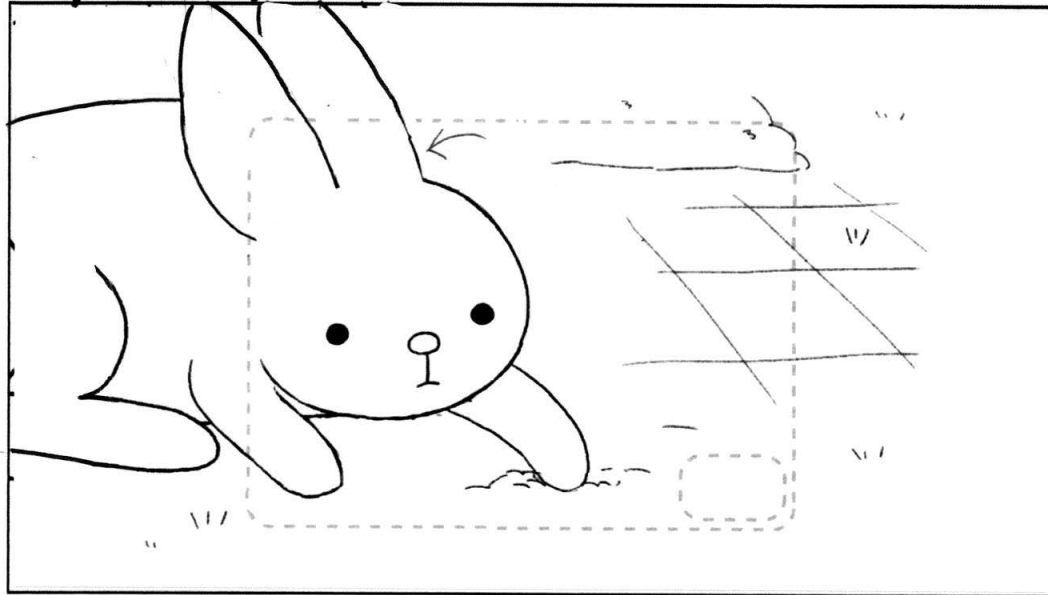
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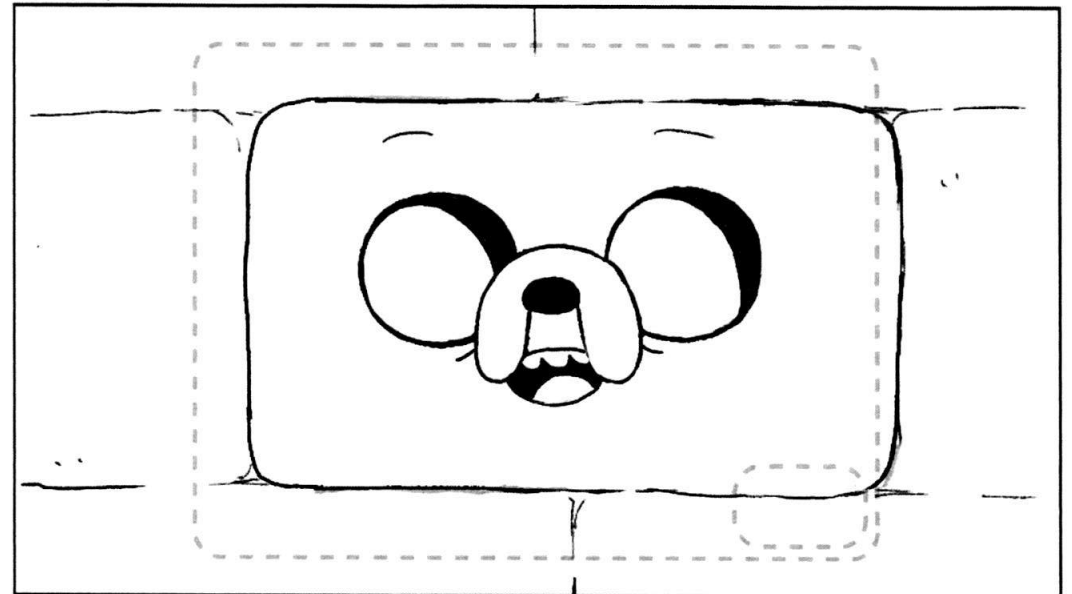


Page 80

Sc. *40 CONT* Pnl. *C* Bg. day night



Sc. *41* Pnl. A Bg. day night



Dialog:

SFX - PAW PAW

Action:

*-BUNNY
PAWING*

Timing:



J/ LOOKS LIKE OUR LONG-EARED FRIEND IS ON TO SOMETHING.

MAR 20 2014

EPISODE # 1025-177

Production :

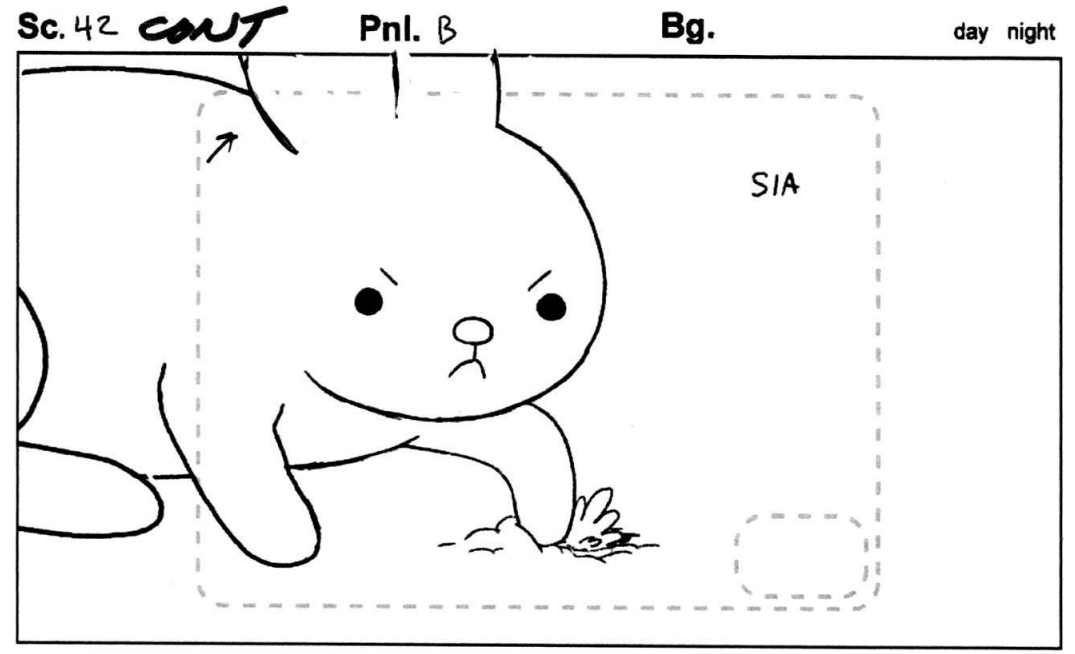
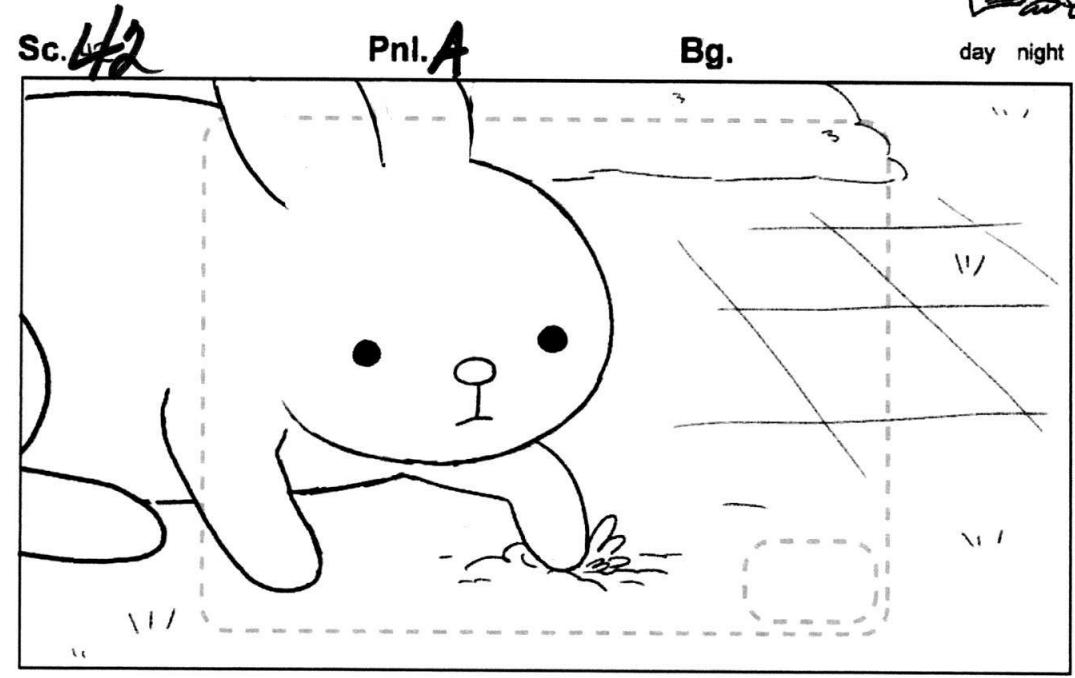
1025/177

1025/177

1025/177

Cut

ADVENTURE TIME



Dialog:	J/ (O/S) BUNNIES LOVE TO DIG...	J/ (O/S) HE'S MAKING A SUPREME EFFORT AND I THINK I CAN GUESS WHY.
Action:	PAW PAW	VIGOROUS PAWING (A B A B A B)
Timing:		

MAR 20 2014

Production :

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1025/177

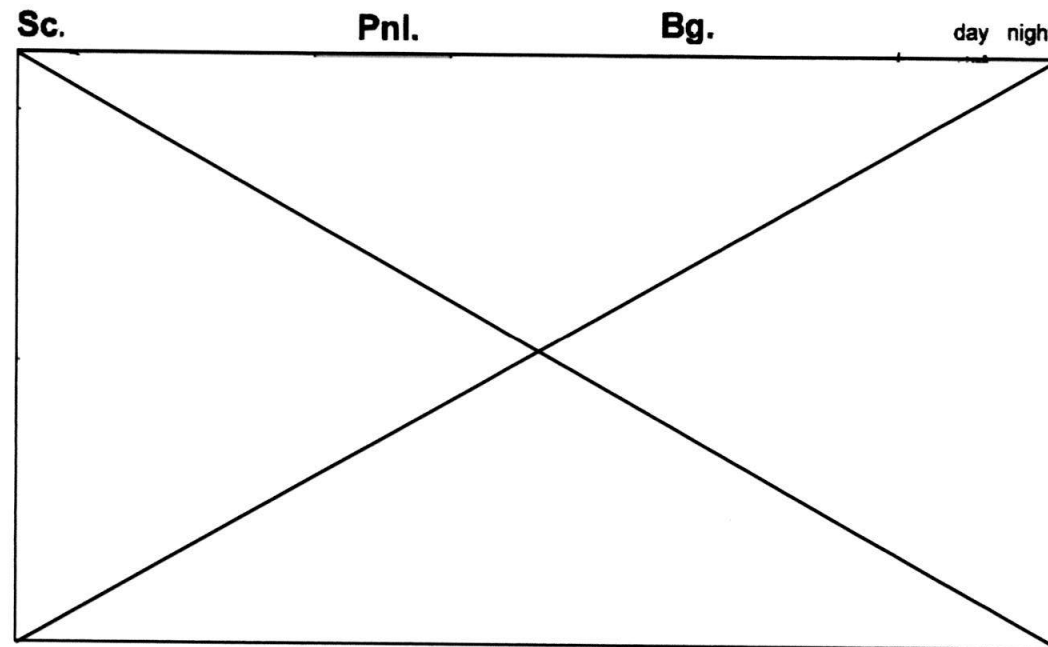
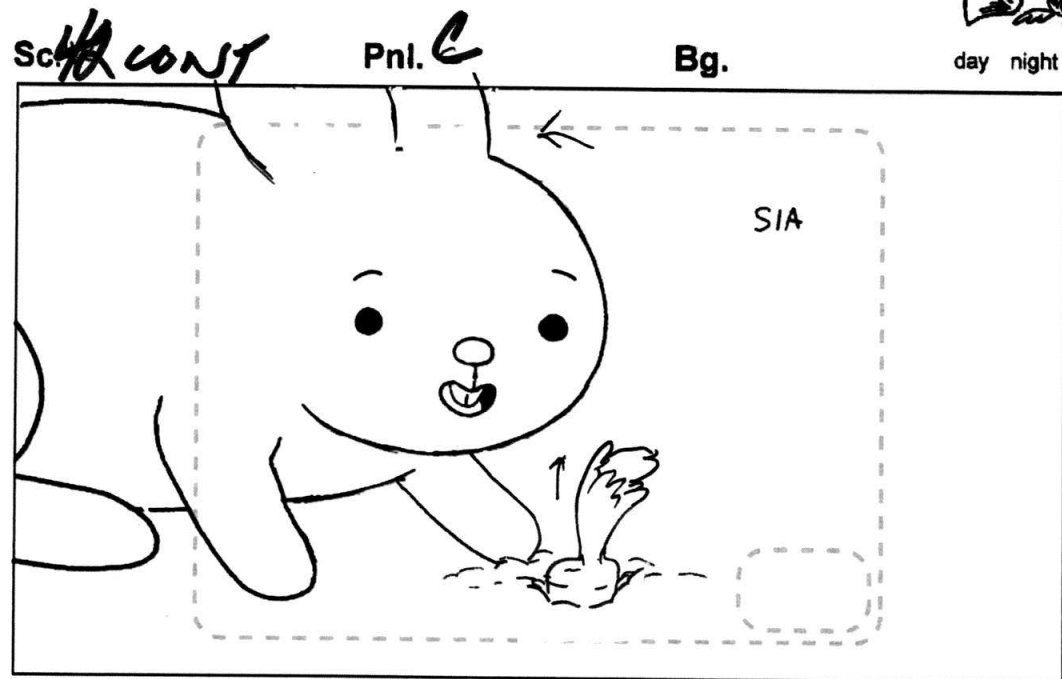
1025/177

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ADVENTURE TIME



Page 82



<p>Dialog:</p> <p><u>J/</u> (O/S) THAT'S RIGHT, A CARROT GROWING OUT HERE FREE AND WILD. . .</p>
<p>Action:</p> <p>- CARROT IS REVEALED BY PAWING.</p> <p style="text-align: right;">MAR 20 2014</p>
<p>Timing:</p>

EPISODE # 1025-177

Production :

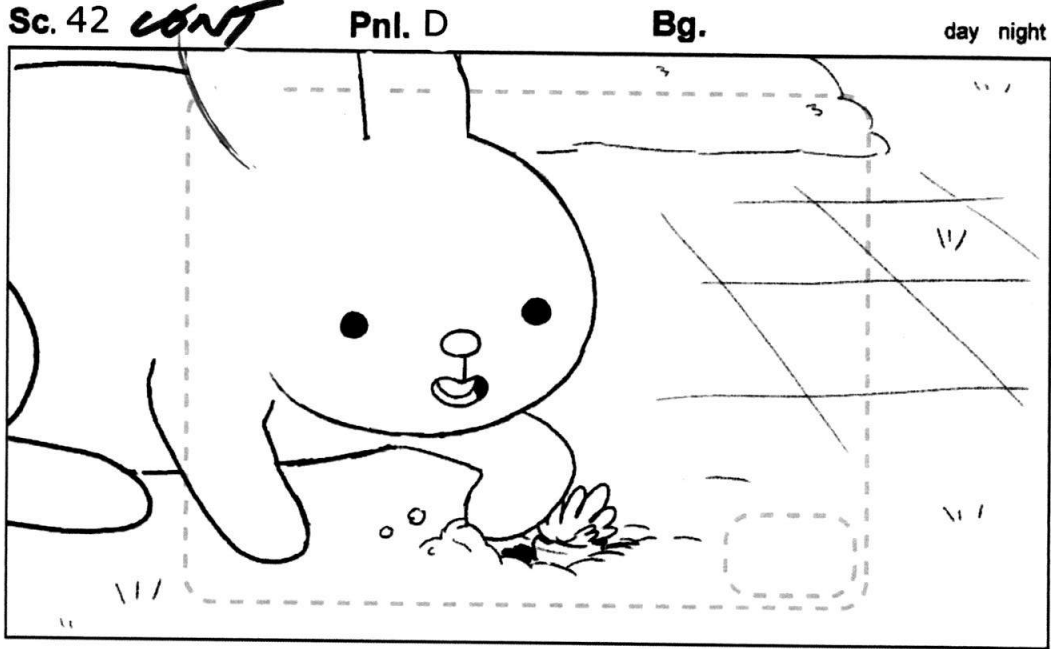
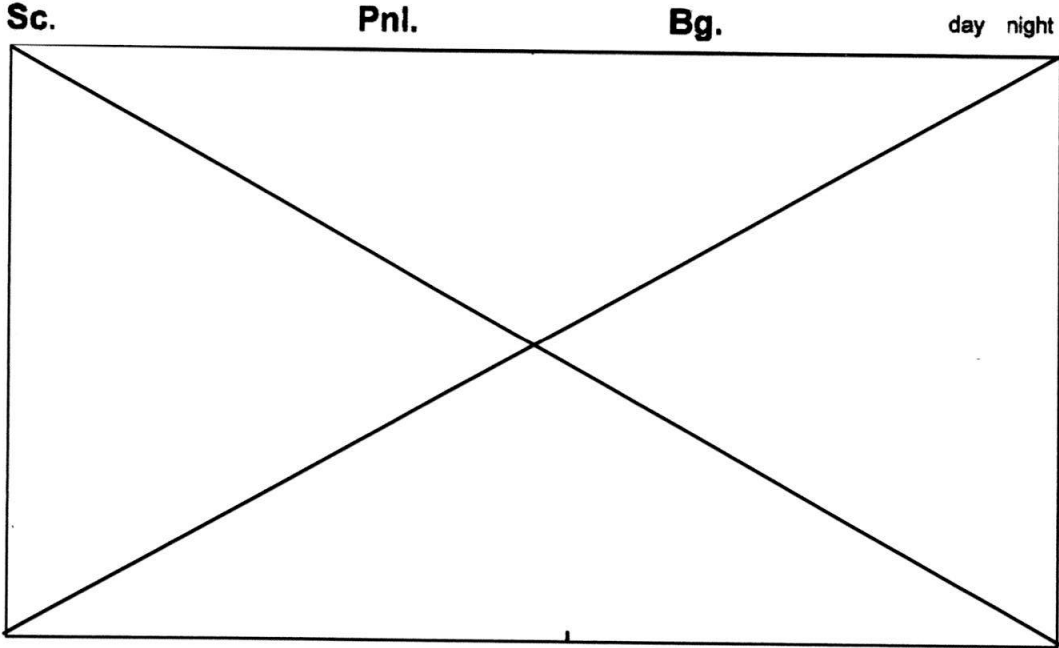
1025/177

1025/177

ADVENTURE TIME



Page 83



Dialog:

Action:

Timing:

J/ PROBABLY THE RESULT OF A STRAY SEED POOPED OUT BY A PASSING BIRD.

PAW PAW

DO

MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

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1025/177

ADVENTURE TIME



NO SC'S
43-45

Page **84**
NO PG-85

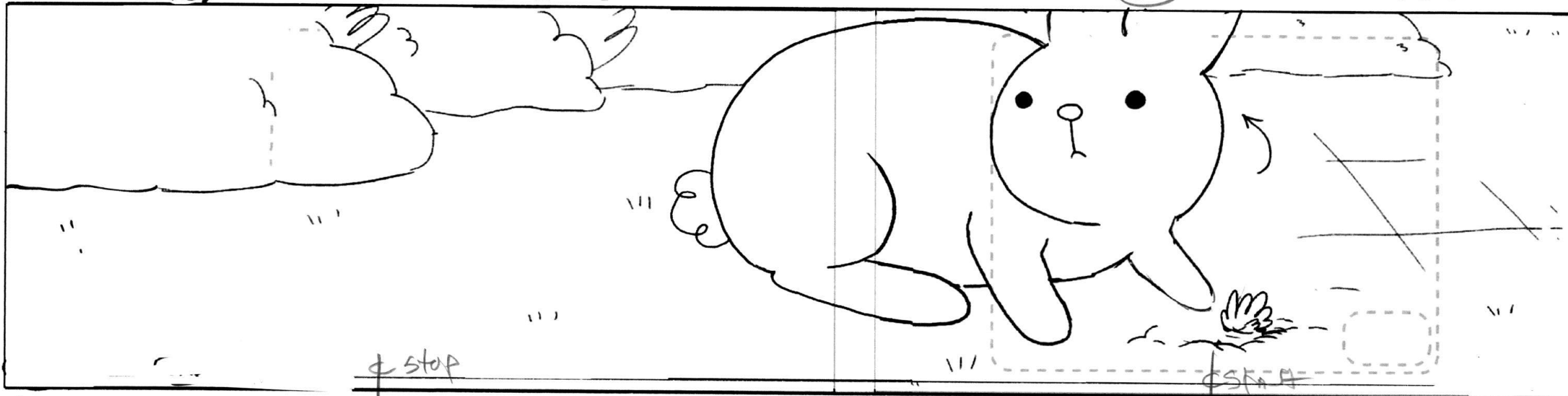
Sc. 42 **CONT**

F

Bg.

day night

E



stop

Dialog:

SFX: *SKSMH*

J/ (O/S) WHAT'S THIS? A MYSTERIOUS RUSTLING IN THE BUSH...

SFX: [BUSH SHAKING]

Action:

- B. LOOKS UP
- PAN LEFT AS BUSH SHAKES

Timing:

MAR 20 2014

Production :

EPISODE # 1025-177

1025/177

1025/177

1025/177

14 cut

ADVENTURE TIME



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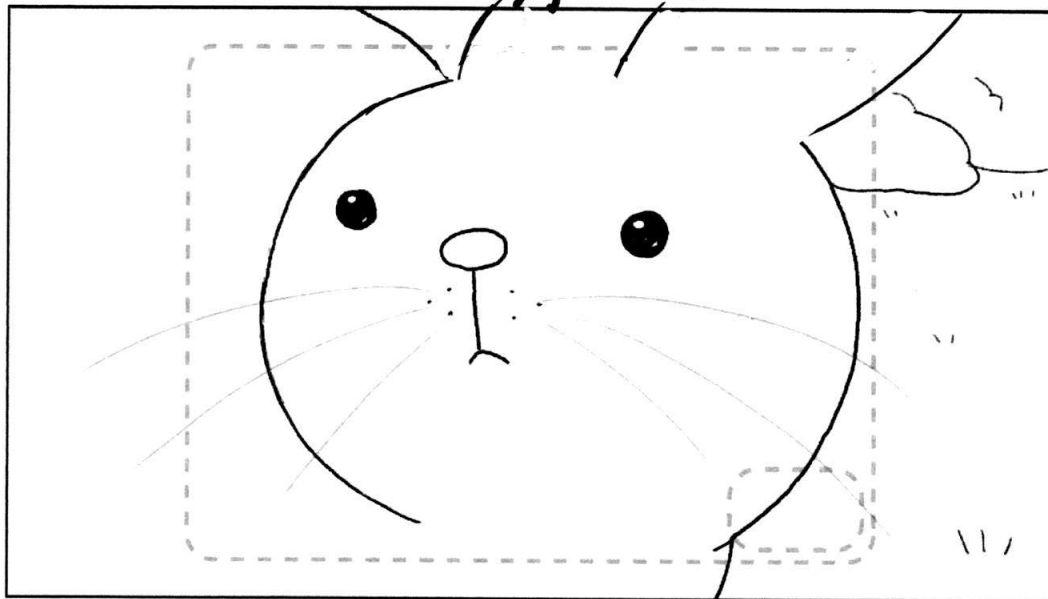
Sc. 46

Pnl.

A

Bg.

day night



Sc. 46

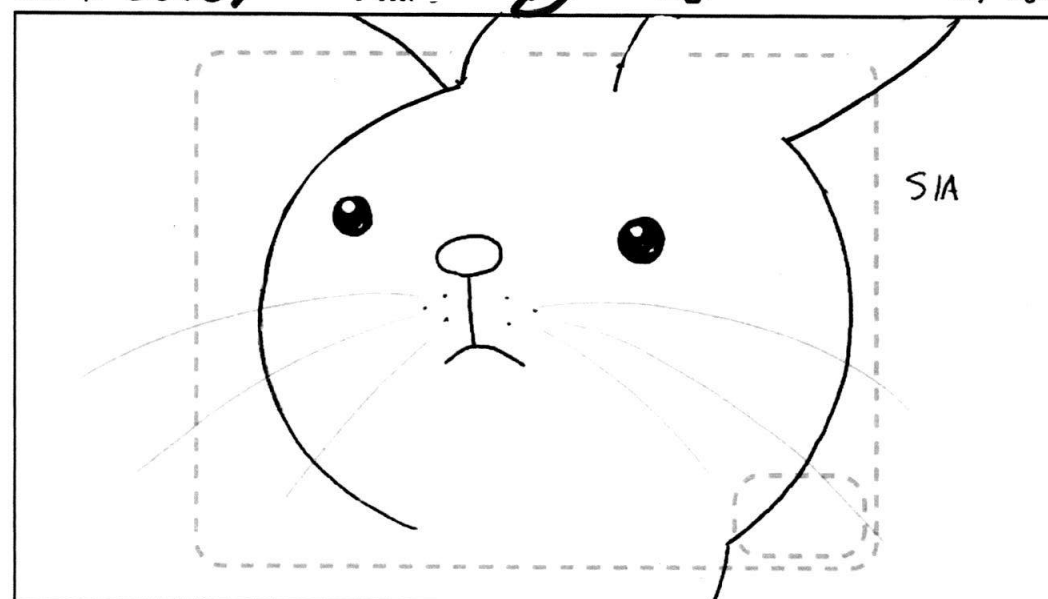
CONT

Pnl.

B

Bg.

day night

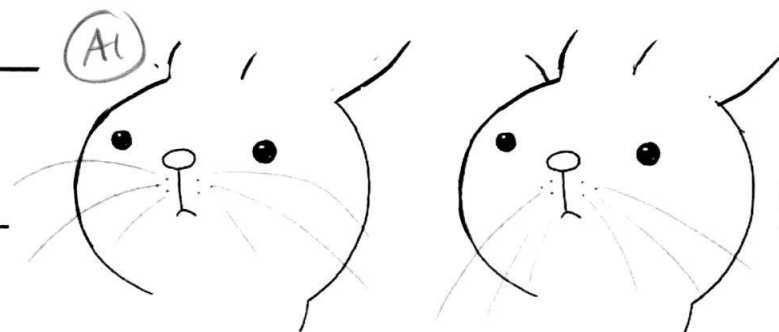


Dialog:

J (o.s.)/ Could mean trouble. Mr. Bunny seems to think so.
His sensitive whiskers quiver at the hint of imminent danger...

Action:

— WHISKERS TWITCH



Timing:

MAR 20 2014

Production :

EPISODE # 1025-177

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1025/177

1025/177

Cut

ADVENTURE TIME



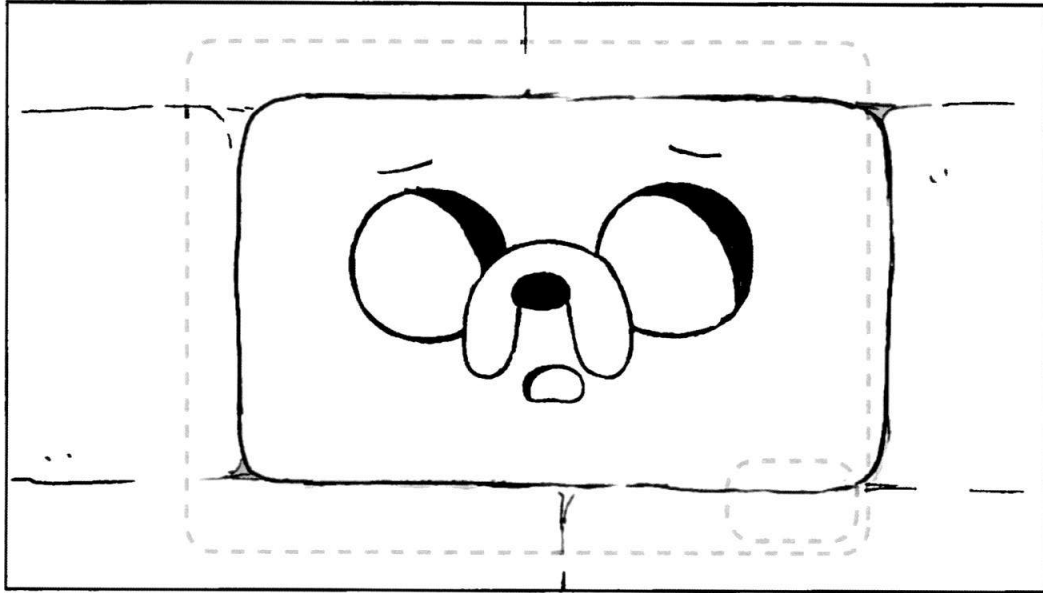
Page 87

Sc. 47

Pnl. A

Bg.

day night

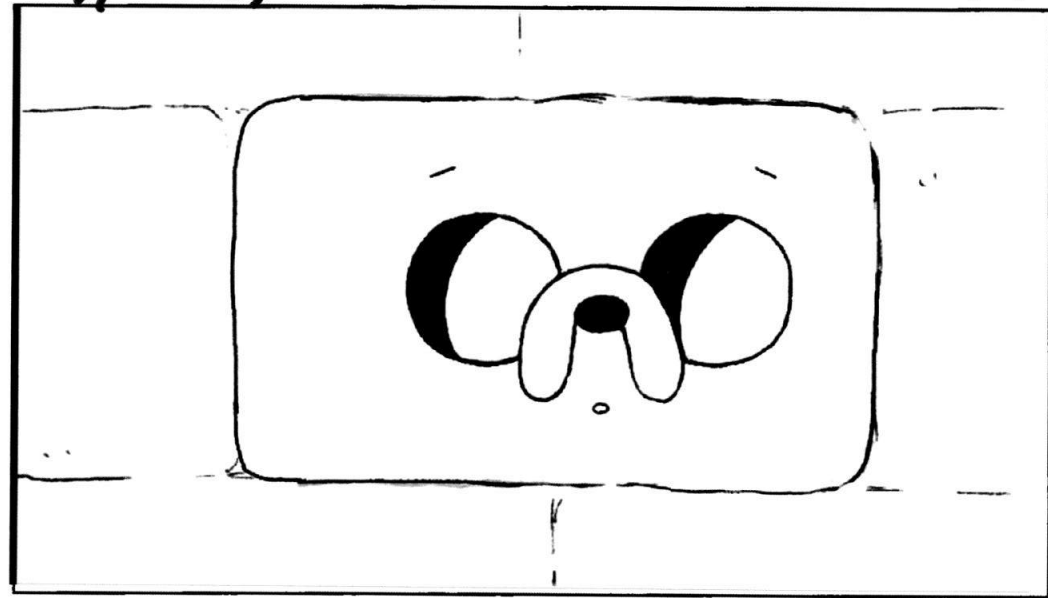


Sc. 47 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

- J. TURNS.

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

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ADVENTURE TIME



Page 88

Sc. 47 CONT

Pnl.

C

Bg.

day night

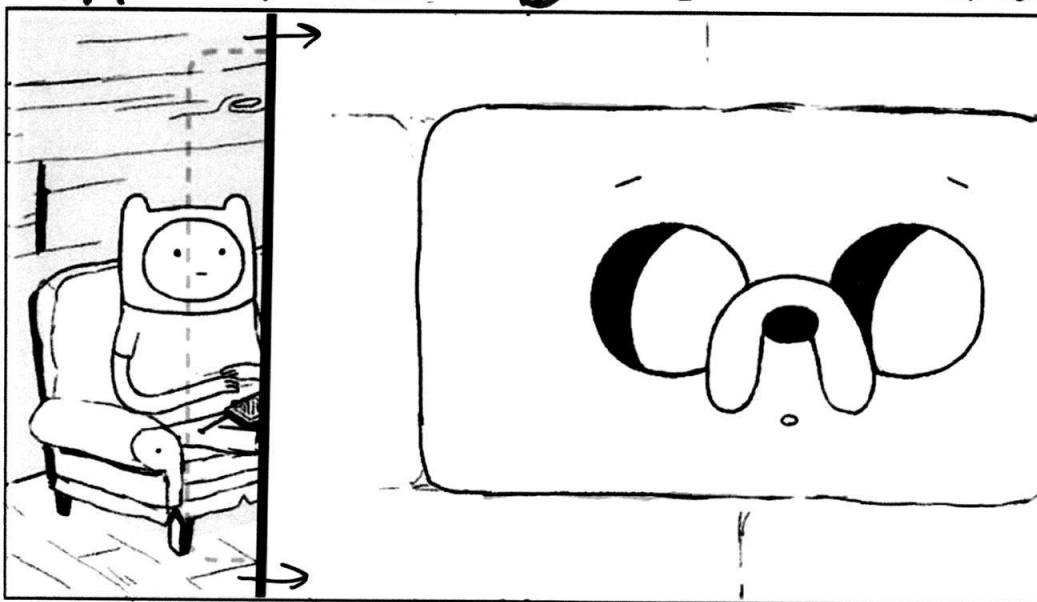
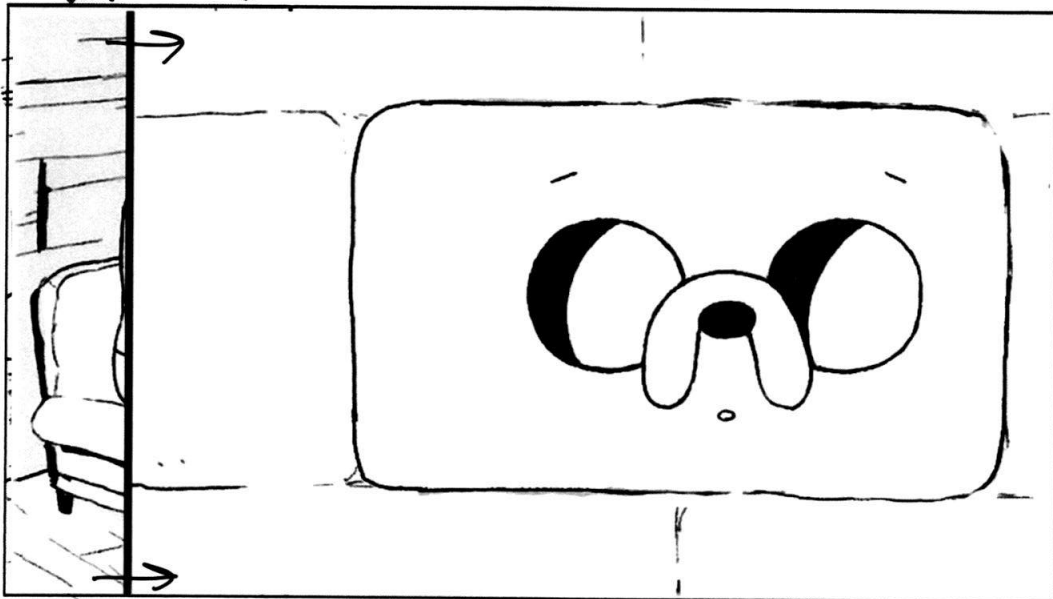
Sc. 47 CONT

Pnl.

D

Bg.

day night



Dialog:

Pan over to split screen

J/ UNFORTUNATELY FOR -

Action:

VERY
- SPLIT SCREEN SLOWLY PUSHES ON / S

- F ON COUCH W/ WALKIE TALKIE

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

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1025/177

1025/177

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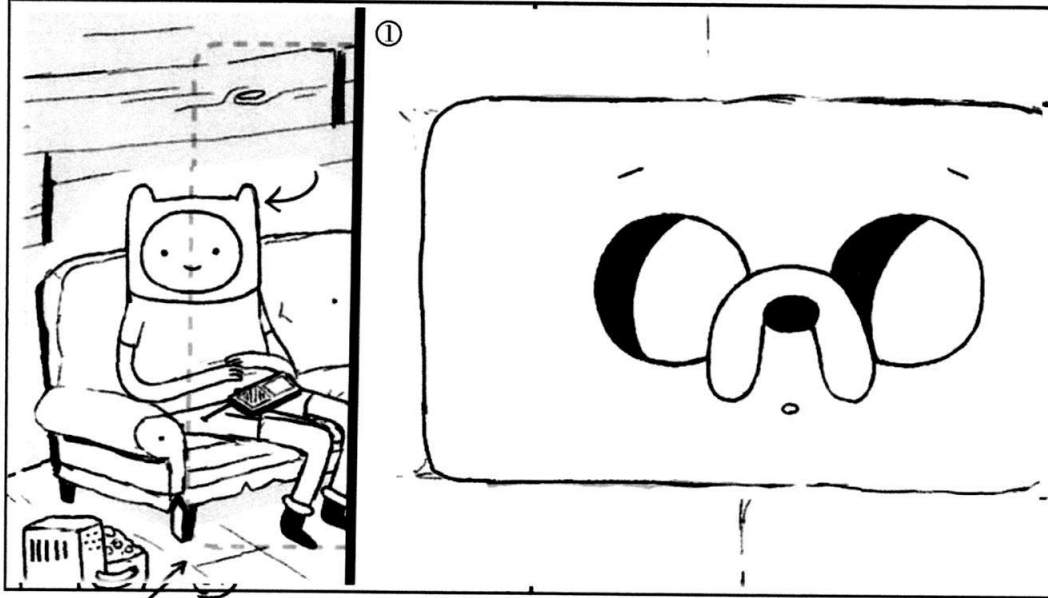
ADVENTURE TIME



Sc. 47 CONT Pnl. E

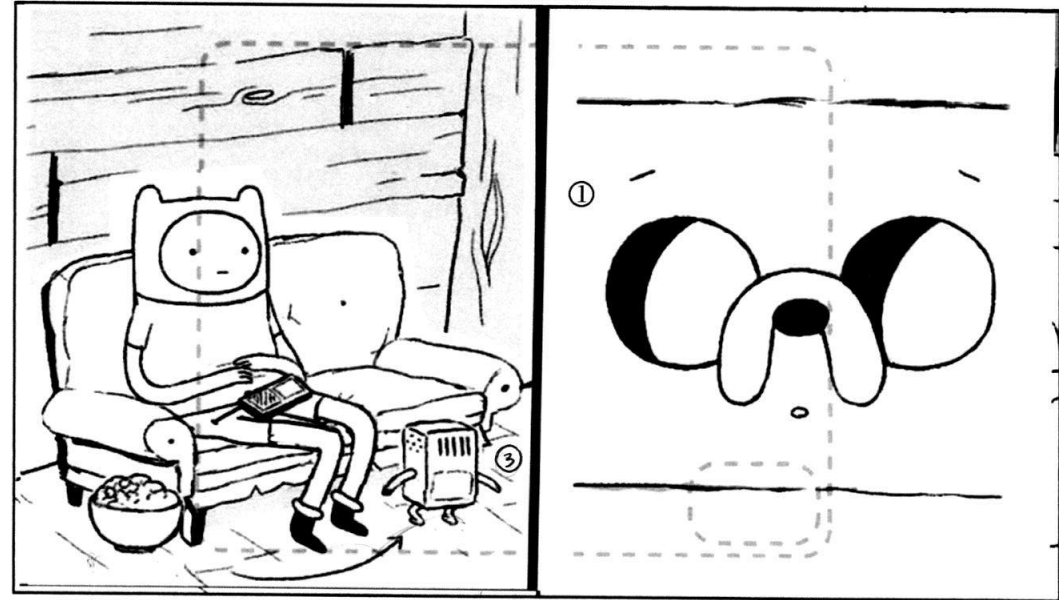
Bg.

day night



Sc. 47 CONT Pnl. F

Bg.



Page 89
89A NEXT
day night

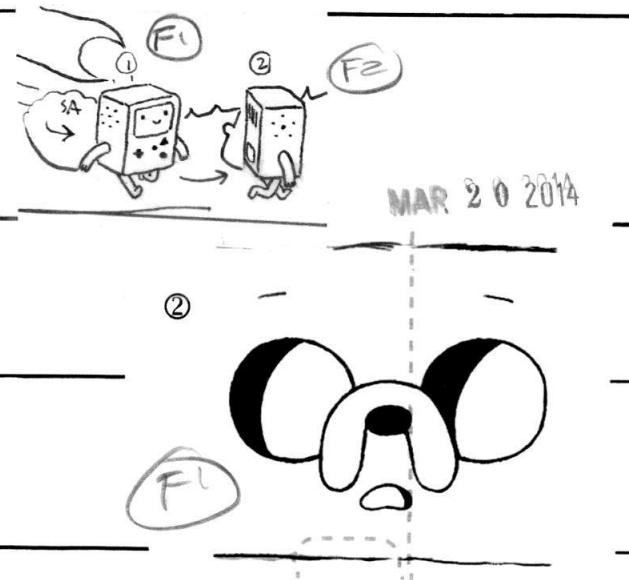
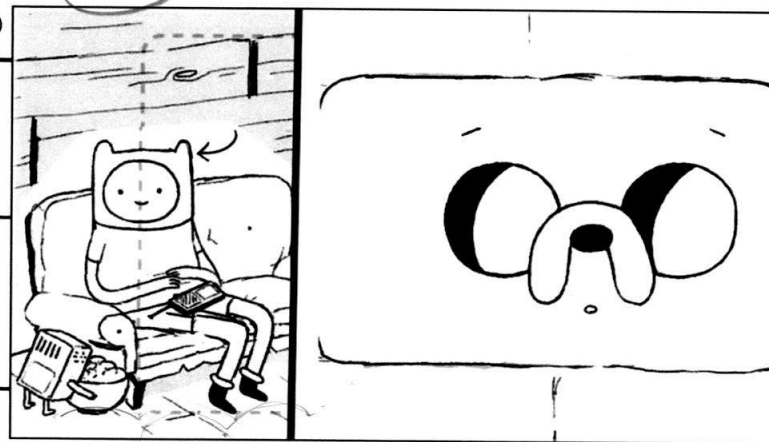
Dialog:

J/ MR BUNNY, THIS IS WHAT NATURE IS ALL ABOUT

Action:

- F. TRACKS BMO
- BMO ENTERS W/ POPCORN AND PLACES IT DOWN

T.



EPISODE # 1025-177

1025/177

Production :

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ADVENTURE TIME



Page 89A
90 NEXT
day night

Sc. 47 CONT

Pnl. G

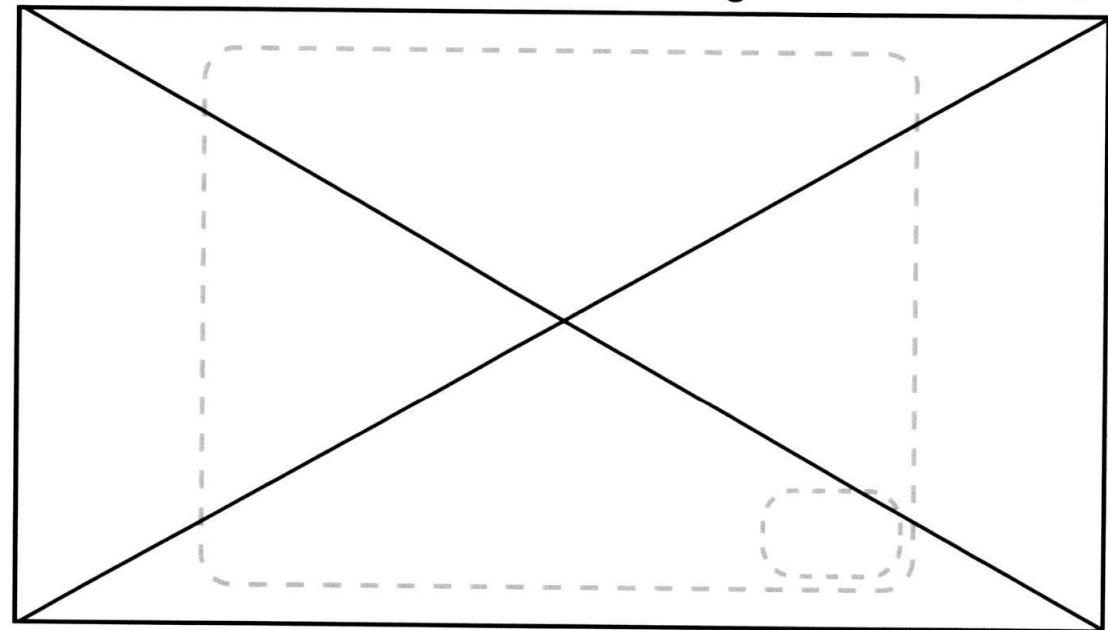
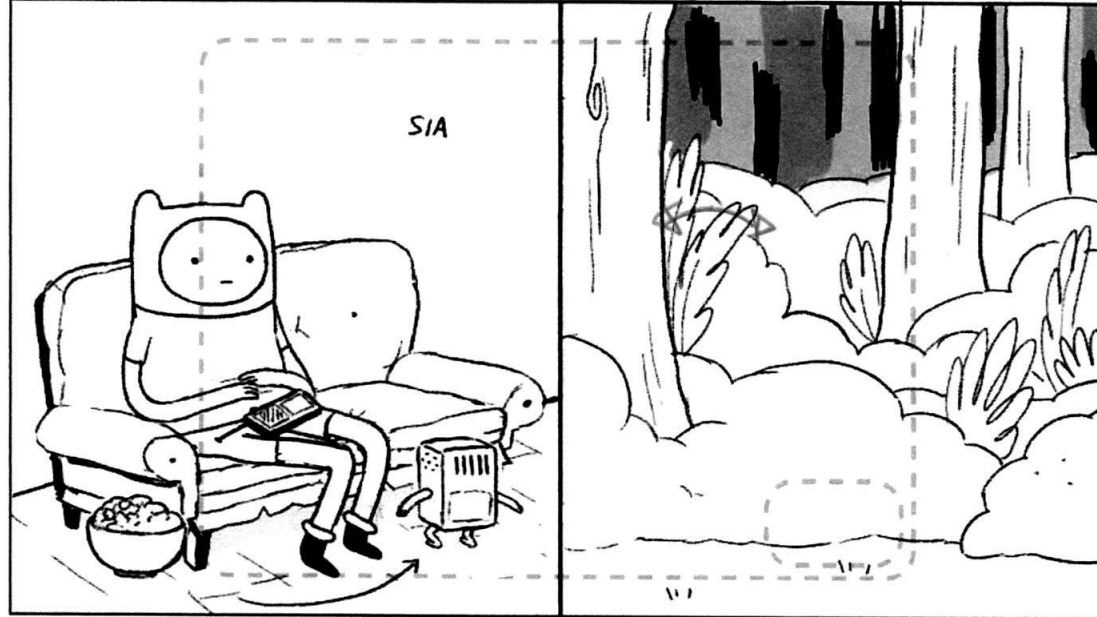
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

SFX/ RUSTLE RUSTLE

Action:

- CUT TO RUSTLING BUSH
ON RIGHT.
- BMO JUMPS UP



Timing:

MAR 20 2014

EPISODE # 1025-177

Production:

1025/177

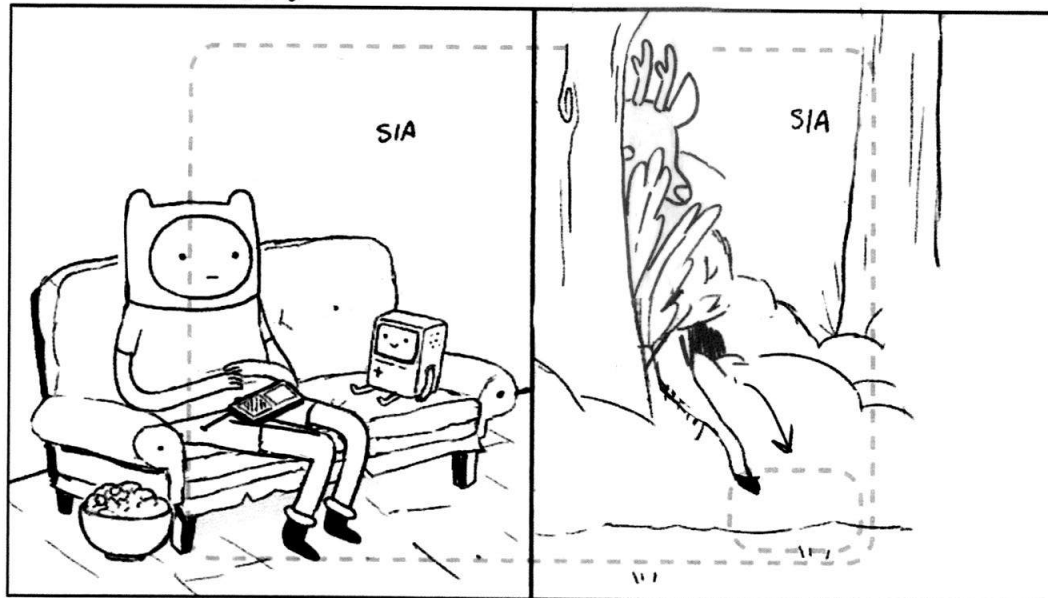
ADVENTURE TIME



Page 90

Sc. 47 *CONT* Pnl. H

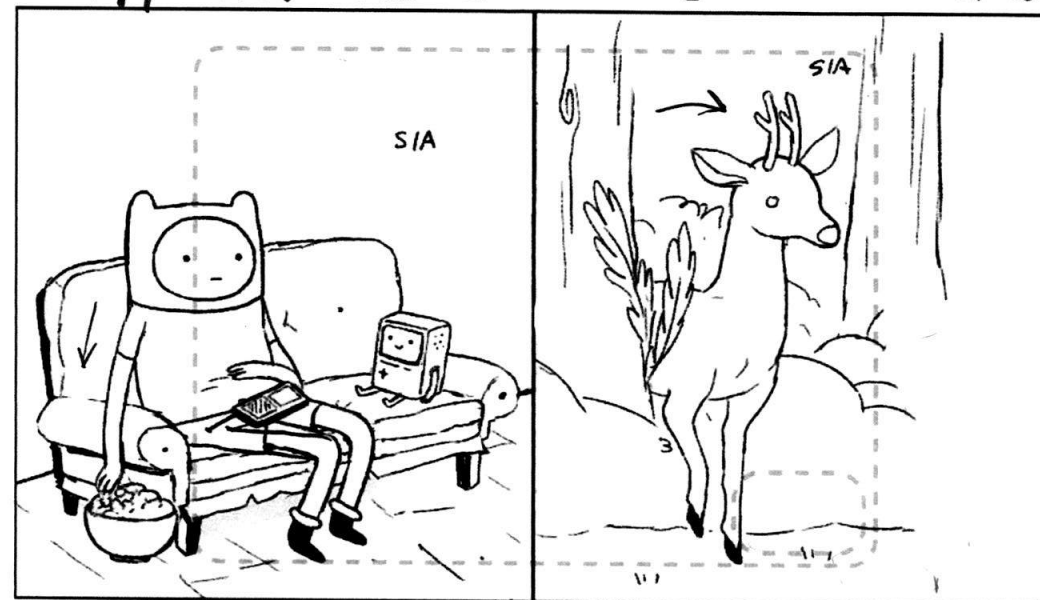
day night



Sc. *47 CONT* Pnl. I

Bg.

day night



Dialog:

J/ (O/S) IT'S A MALE DEER.

Action:

- DEER STEPS OUT OF BUSH

- DEER EMERGES
- F GRABS POPCORN

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

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1025/177

1025/177

ADVENTURE TIME



Page 91

Sc. 47 *CONT* Pnl. J

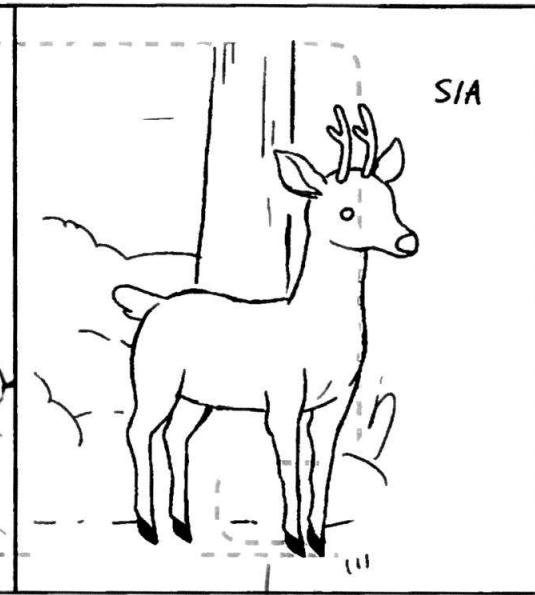
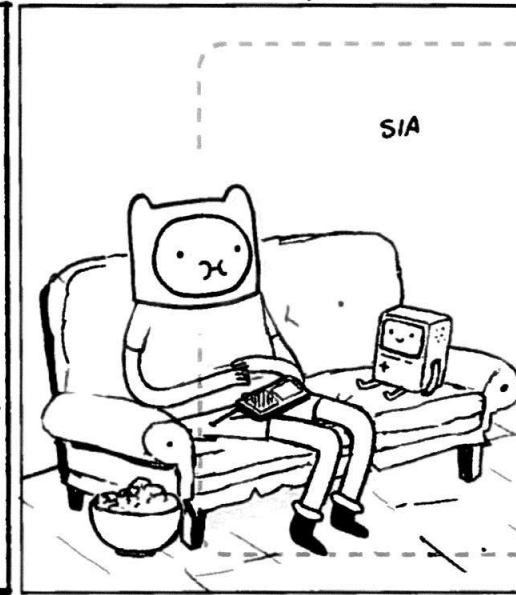
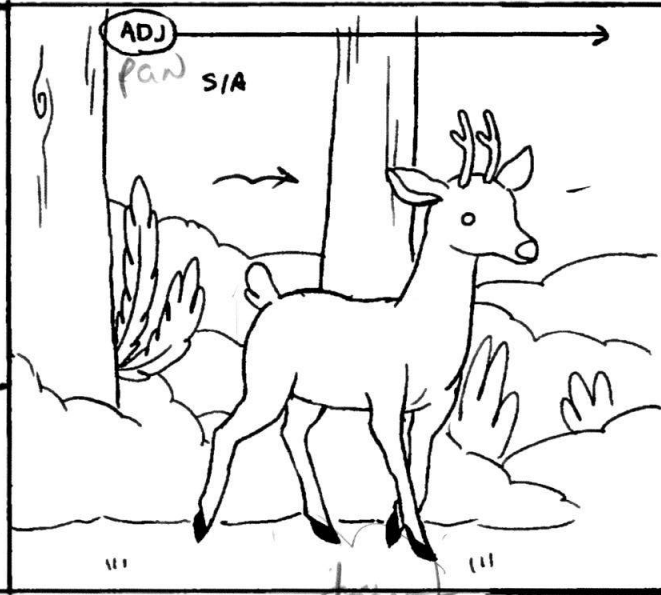
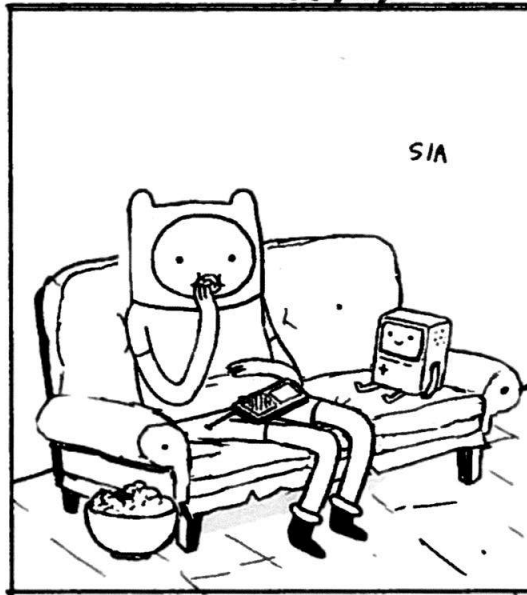
Bg.

day night

Sc. 47 *CONT* Pnl. K

Bg.

day night



Dialog:

J/ (O/S) NOT A THREAT TO MR BUNNY IN THE PREDATORY SENSE ...

J/ (O/S) BUT STILL ABOVE HIM IN THE FOOD CHAIN

Action:

- F EATS POPCORN, LISTENING INTENTLY

- DEER LOOKS AROUND AS HE WALKS FORWARD



Finn chewing

Timing:

MAR 20 2014

EPISODE # 1025-177

Production :

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1025/177

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ADVENTURE TIME



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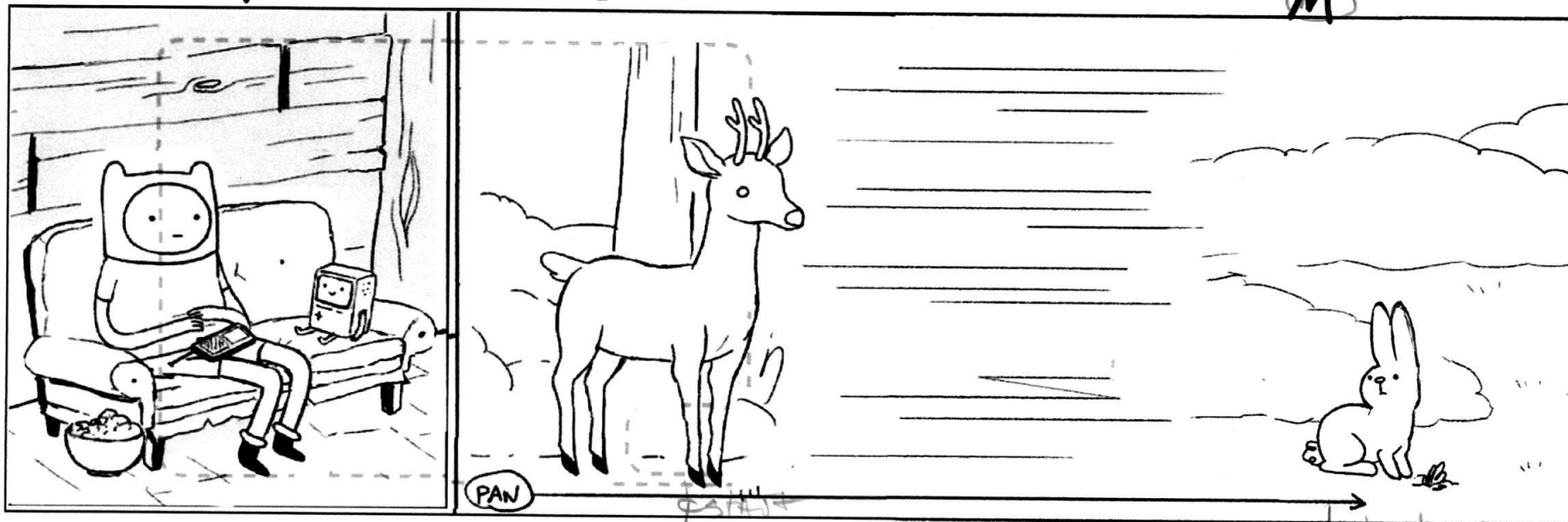
Sc. 47 *CONT* Pnl.

L

Bg.

day night

M



Dialog:

Zip pan

Action:

- F & BMO LISTEN QUIETLY, F BLINKS OCCASIONALLY

- WHIP PAN TO BUNNY (ON 'JAKE' SIDE)

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

1025/177

1025/177

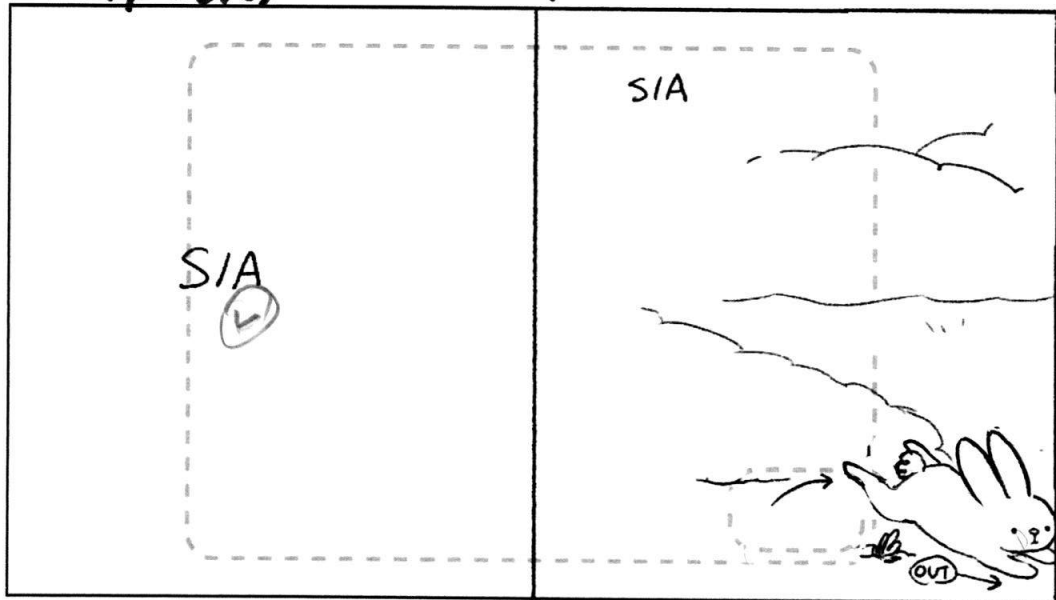
1025/177

ADVENTURE TIME

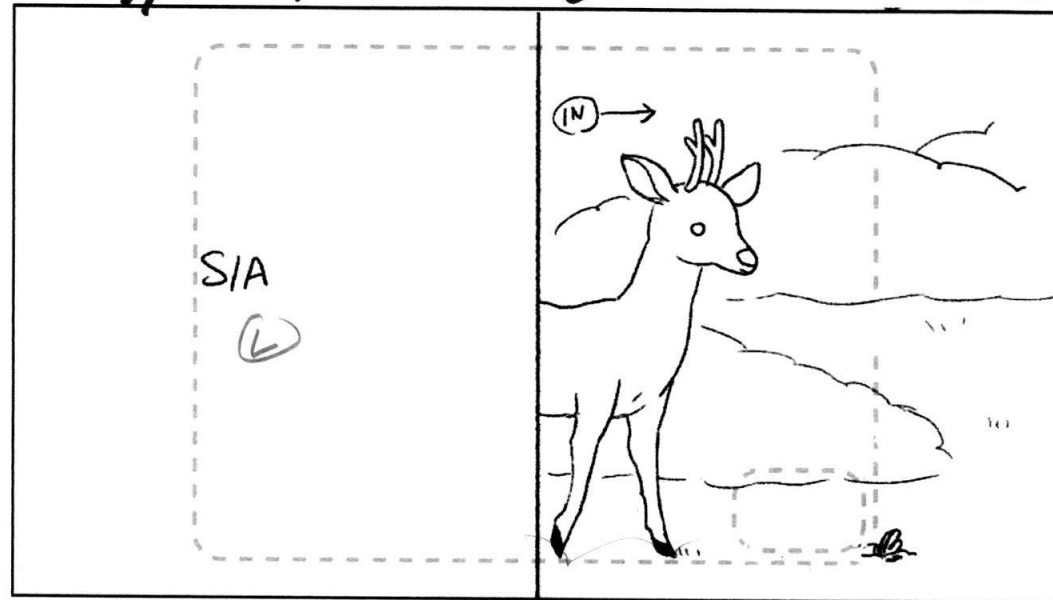


Page 93

Sc. **47 CONT** Pnl. **N** Bg. day night



Sc. **47 CONT** Pnl. **'O'** Bg. day night



Dialog:

J/ (O/S) MR BUNNY, WISHING TO AVOID AN ENCOUNTER, HOPS AWAY TO SAFETY

Action:

- BUNNY HOPS OFF/S.

- DEER WALKS ON/S.

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

1025/177

ADVENTURE TIME

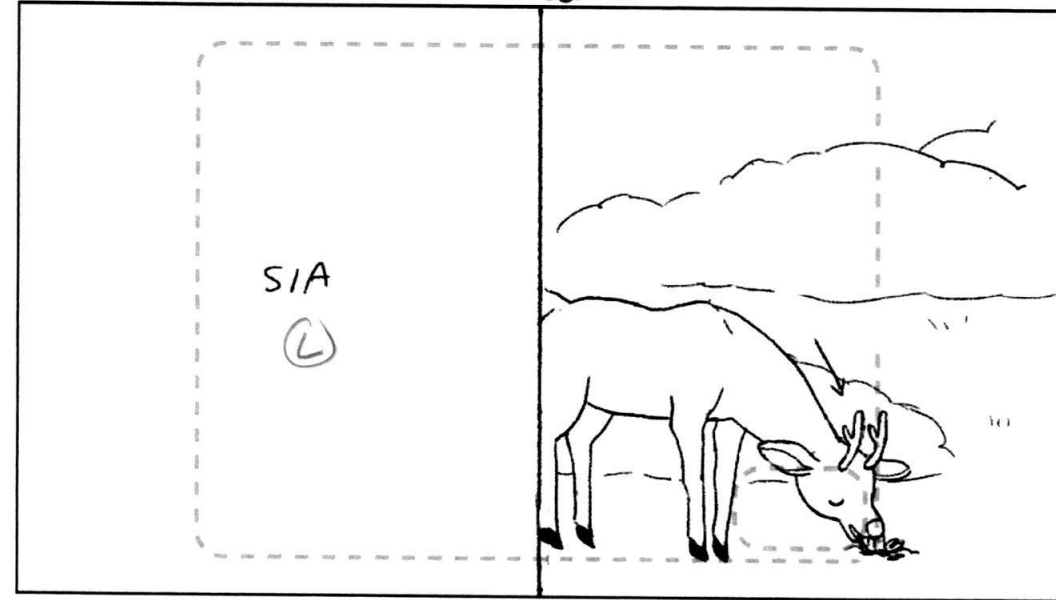


Page 94

Sc. 47 CONT Pnl. P Bg. day night



Sc. 47 CONT Pnl. Q Bg. day night



Dialog:

SFX: *NIBBLING*

Action:

- DEER STOPS

- DEER LOWERS HEAD TOWARDS CARROT.

MAR 20 2014

Timing:

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Production :

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1025/177

1025/177

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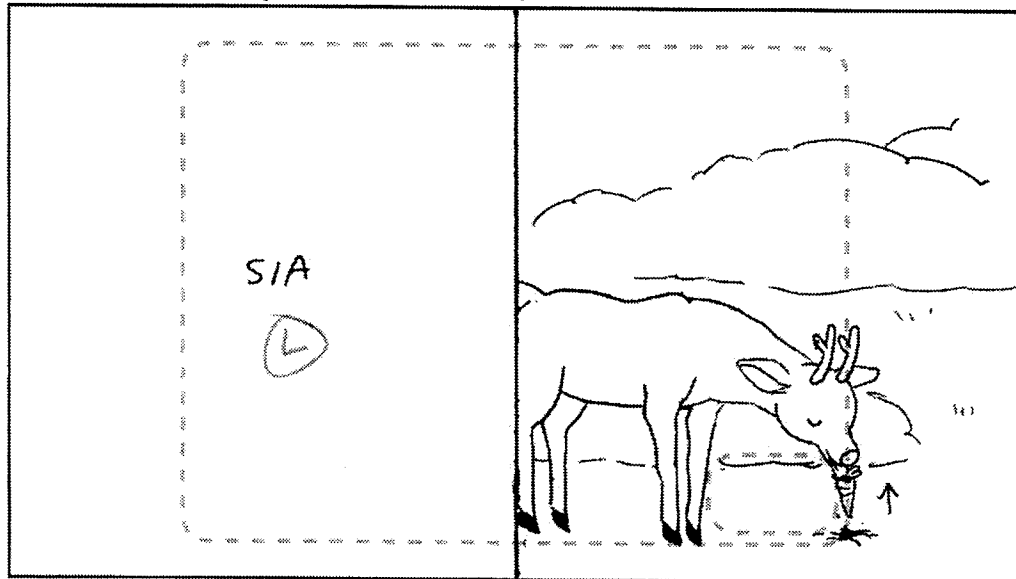
ADVENTURE TIME



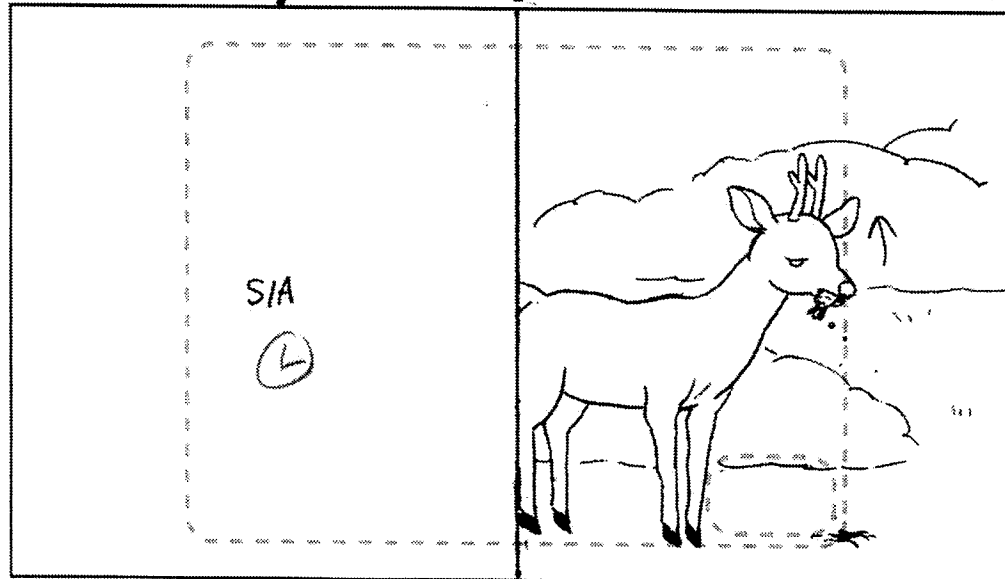
REVISED
4/22/14

Page 45

Sc. 47 *CONT* Pnl. *A* Bg. day night



Sc. 47 *CONT* Pnl. *S* Bg. day night



Dialog:

Action:

Timing:

- DEER UPROOTS CARROT.

SFX: * CRUNCHING *

- DEER MUNCHES ON CARROT

MAR 20 2014

Production :

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1025/177

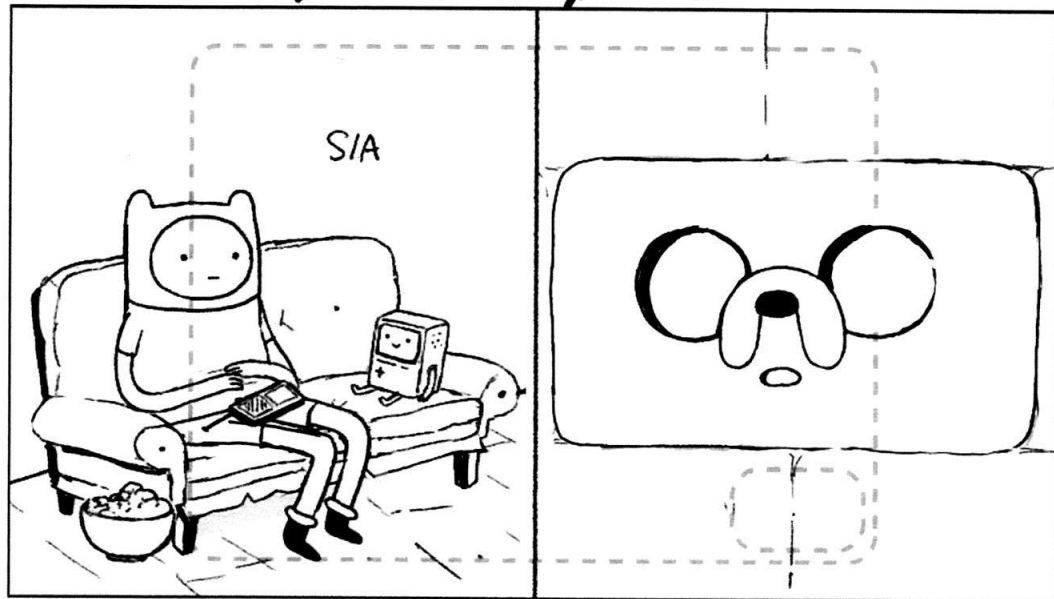
1025/177

ADVENTURE TIME

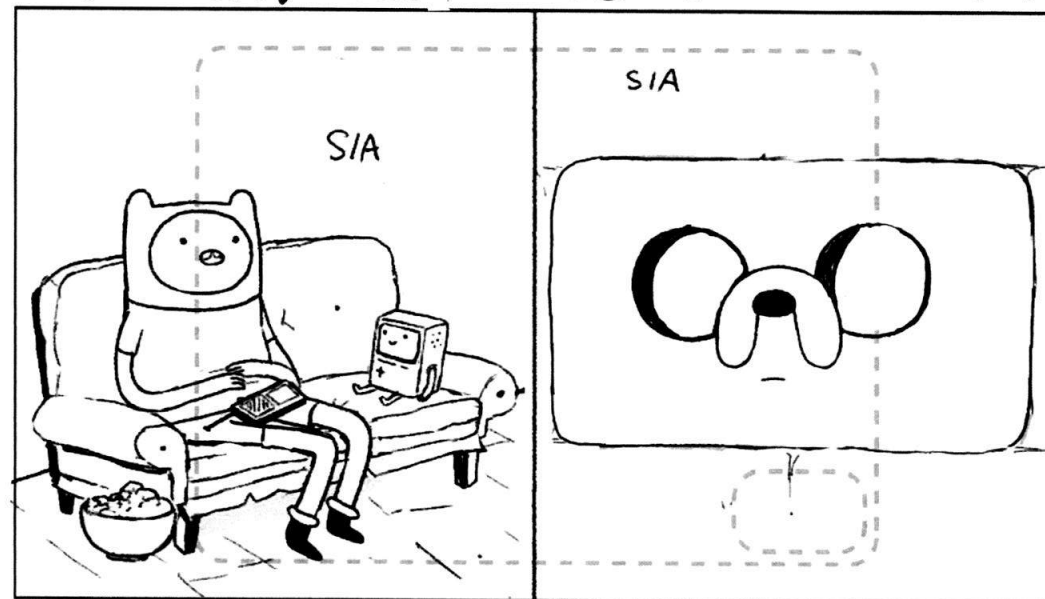


Page 96

Sc. 47 *CONT* Pnl. *T* Bg. day night



Sc. 47 *CONT* Pnl. *U* Bg. day night



Dialog:

J/ WOW, DEERS ARE JERKS.

F/ HEY MAN, YOU KNOW I CAN HEAR EVERYTHING YOU SAY, RIGHT?

Action:

- 'JAKE' SIDE CUTS BACK TO JAKE.

MAR 20 2014

Timing:

EPISODE# 1025-177

Production :

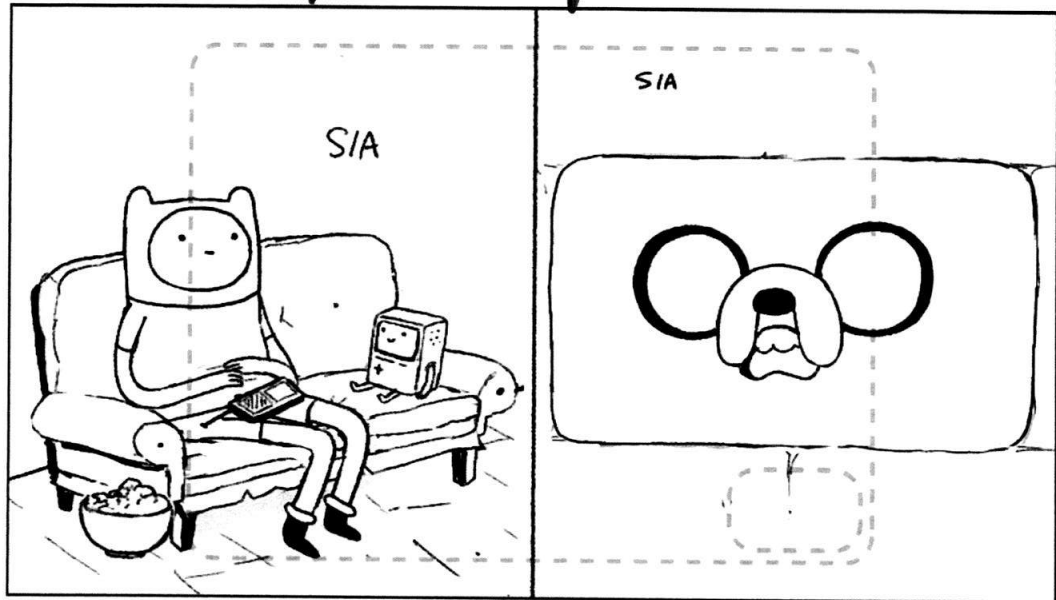
1025/177

ADVENTURE TIME

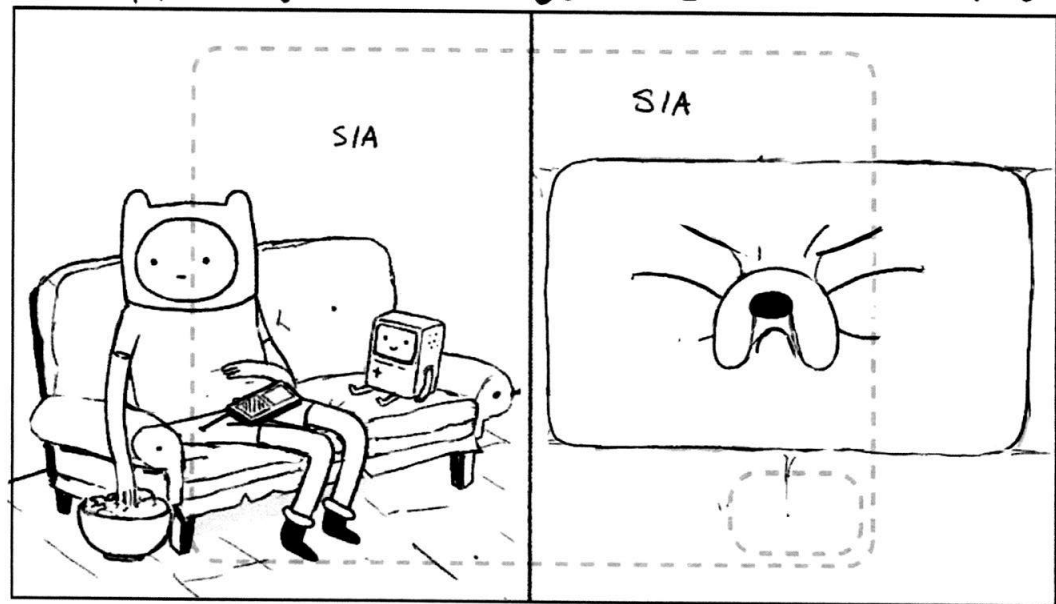


Page 97

Sc. 47 *CONT* Pnl. *Y* Bg. day night



Sc. 47 *CONT* Pnl. *W* Bg. day night



Dialog:	
J/ WHA?! AGGH!	J/ GRRRR!
Action:	
Timing:	

MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

1025/177

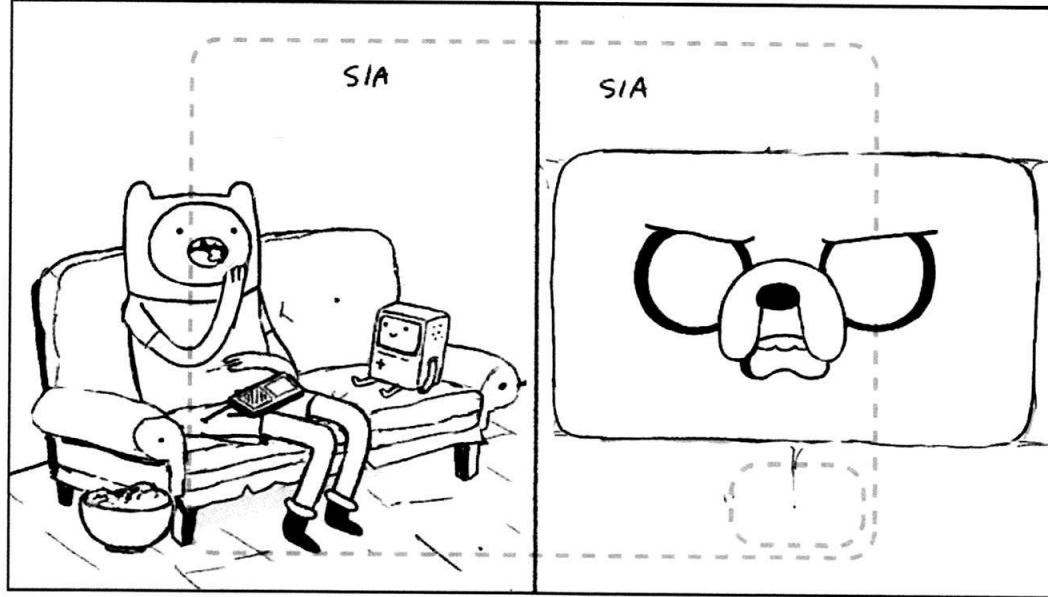
1025/177

ADVENTURE TIME

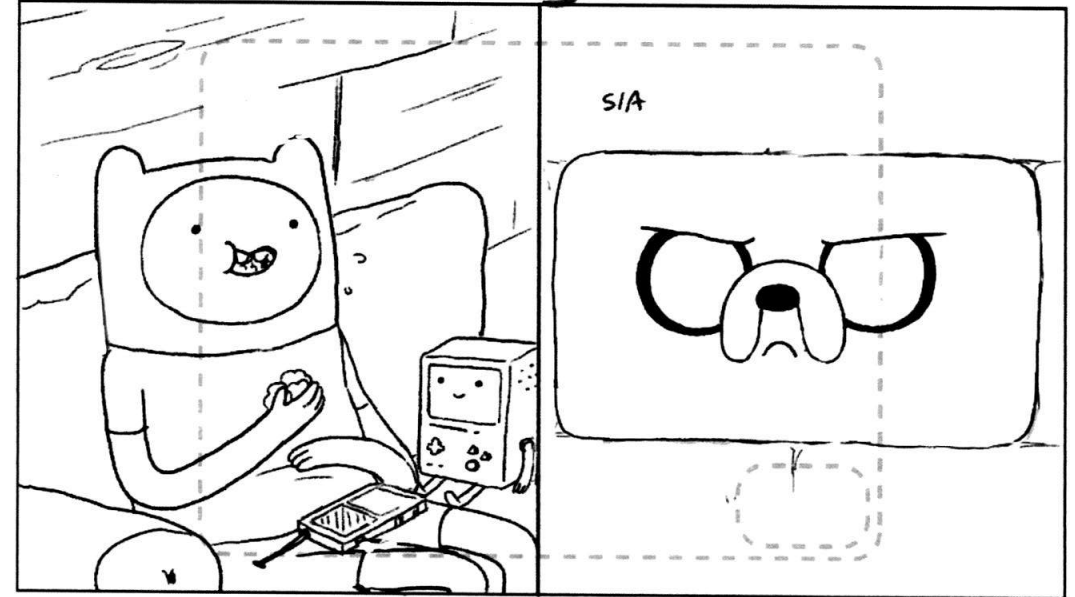


Page 98

Sc. 47 CONT Pnl. X Bg. day night



Sc. 47 CONT Pnl. Y Bg. day night



Dialog:

J/ NO, I HAD NO IDEA.

Action:

F/ TOSSES PIECE OF POPCORN INTO MOUTH

Timing:

F/ YEAH BUT YOU SAW ME LEAVE THE WALKIE TALKIE AND I LEFT IT ON. YOU KNOW THAT, RIGHT?

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1025/177

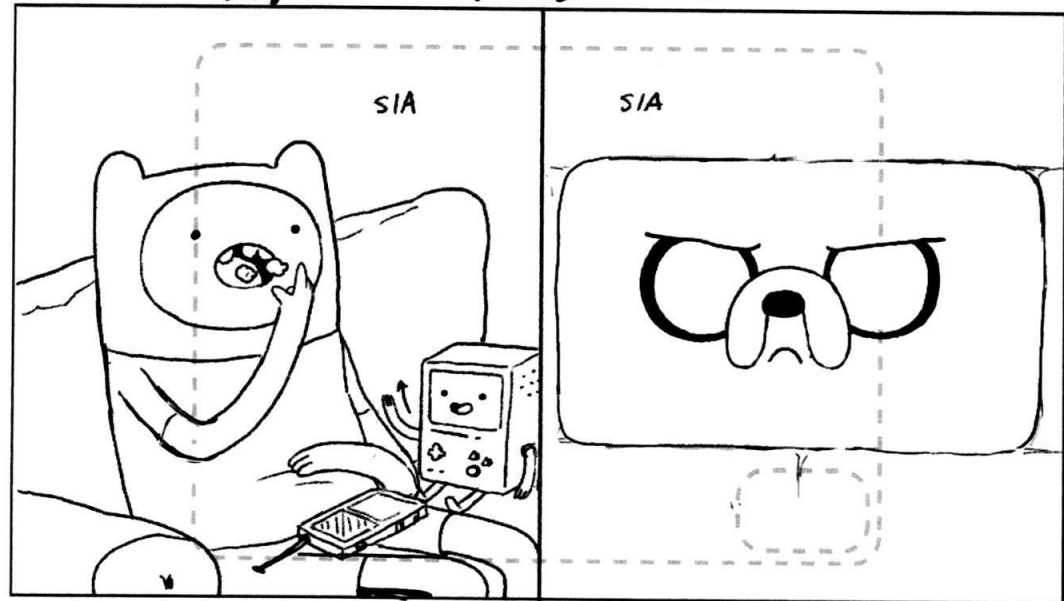
1025/177

ADVENTURE TIME

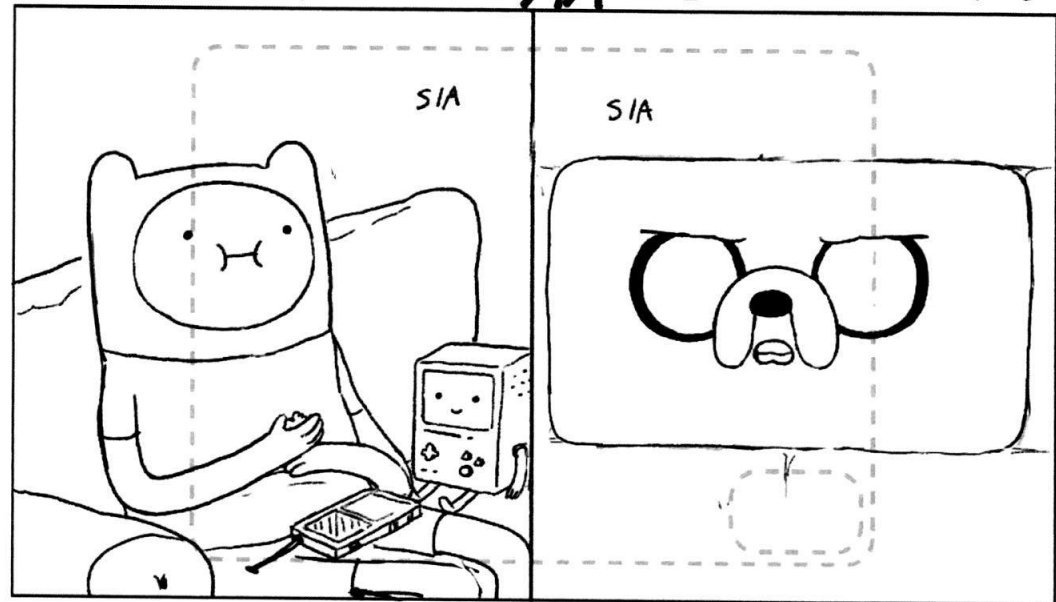


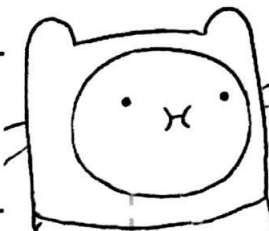
Page 99

Sc. 47 *CONT* Pnl. *Z* Bg. day night



Sc. 47 *CONT* Pnl. *AA* Bg. day night



Dialog:	
BMO/ HI JAKE!	J/ HI, BMO.
Action:	
Timing:	F CHEWING A.B.A.B MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

ADVENTURE TIME



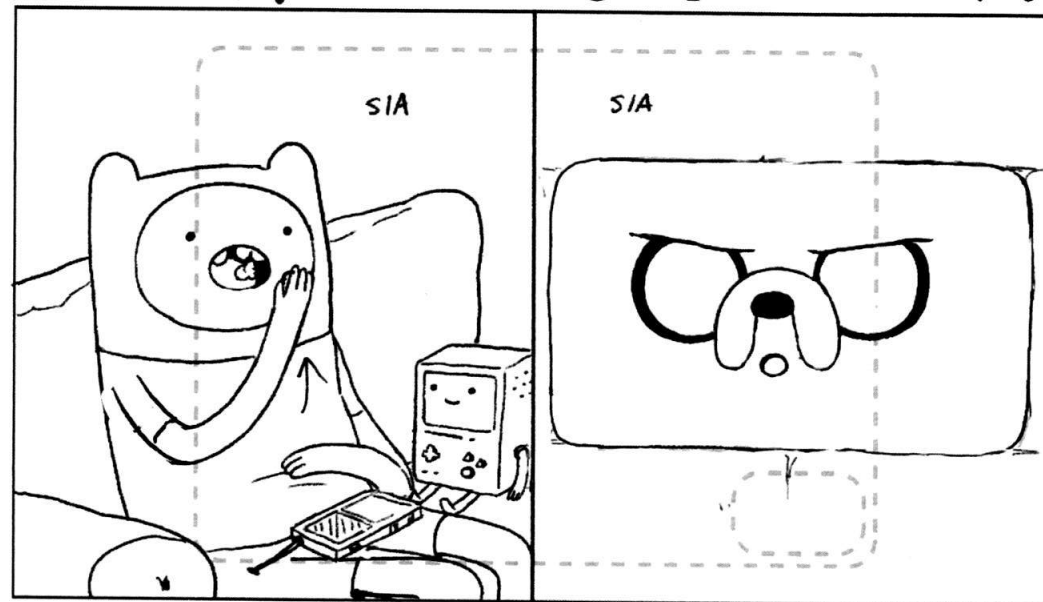
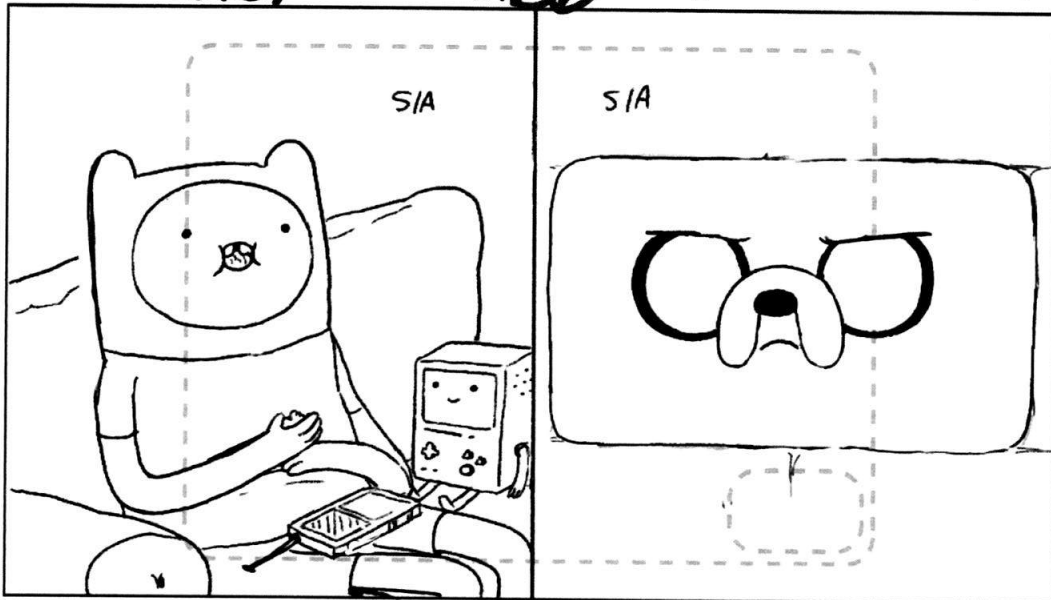
Page 100

Sc. 47 *CONT* Pnl. *BB* Bg.

day night

Sc. 47 *CONT* Pnl. *CC* Bg.

day night



Dialog:

F/ YOU NEED ANYTHING? A SODA?

J/ (CURTLY) NO.

Action:

- F. THROWS SOME BROWN IN MOUTH

Timing:

MAR 20 2014

Production :

EPISODE # 1025-177

1025/177

1025/177

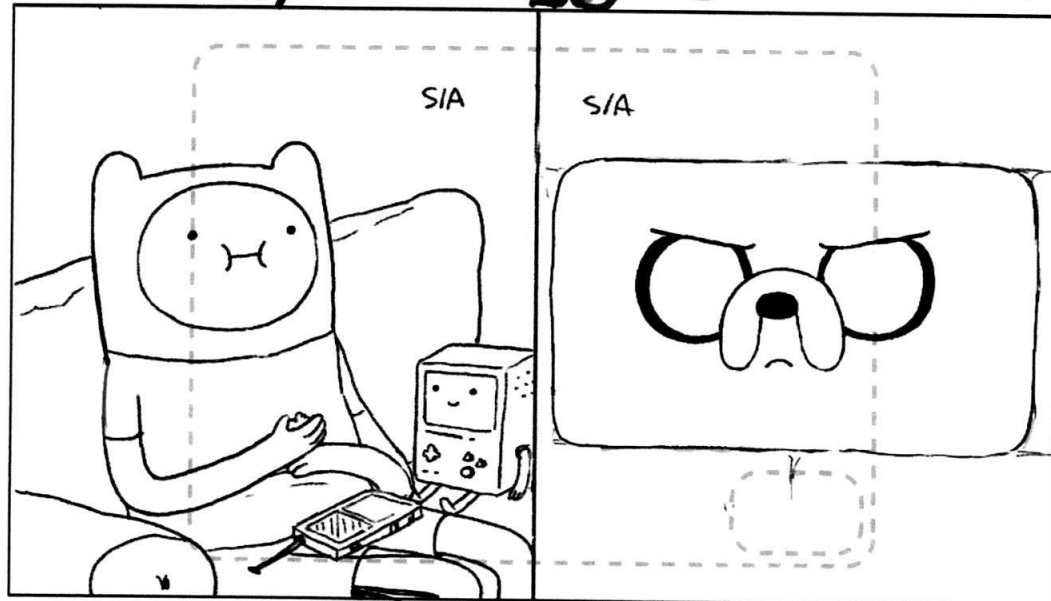
1025/177

ADVENTURE TIME

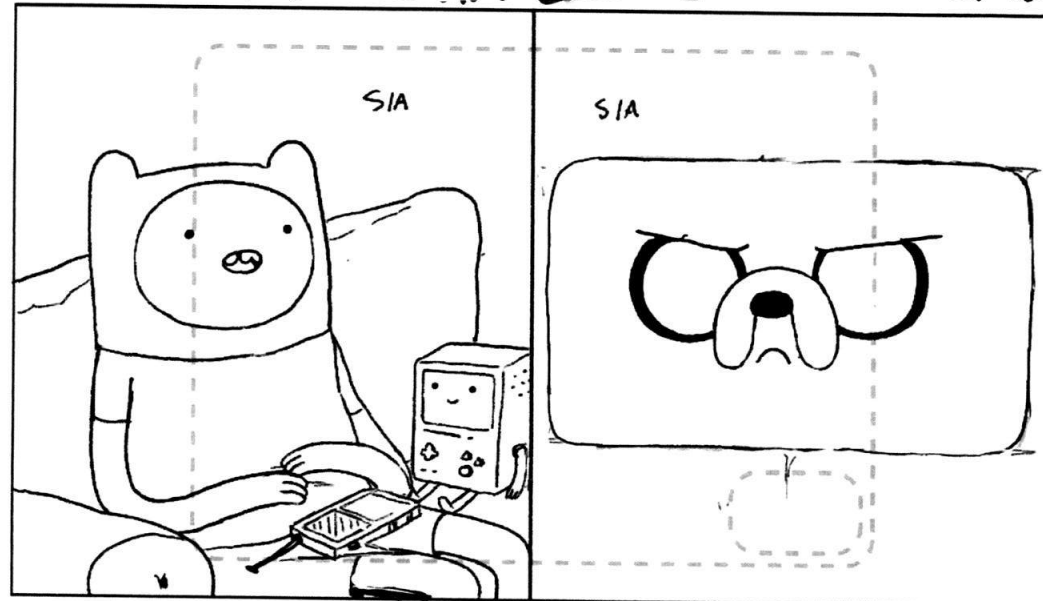


Page 101

Sc. 47 *CONT* Pnl. *DD* Bg. day night



Sc. 47 *CONT* Pnl. *EE* Bg. day night

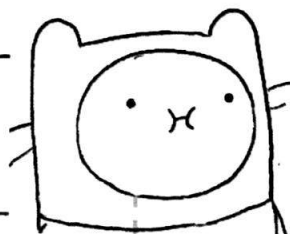


Dialog:

DD < BEAT >

F / SO WHAT'S MR BUNNY DOIN' NOW?

Action:



F CHEWING (ABAB) SLOWLY STOPS

Timing:

MAR 20 2014

EPISODE # 1025-177

Production :

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1025/177

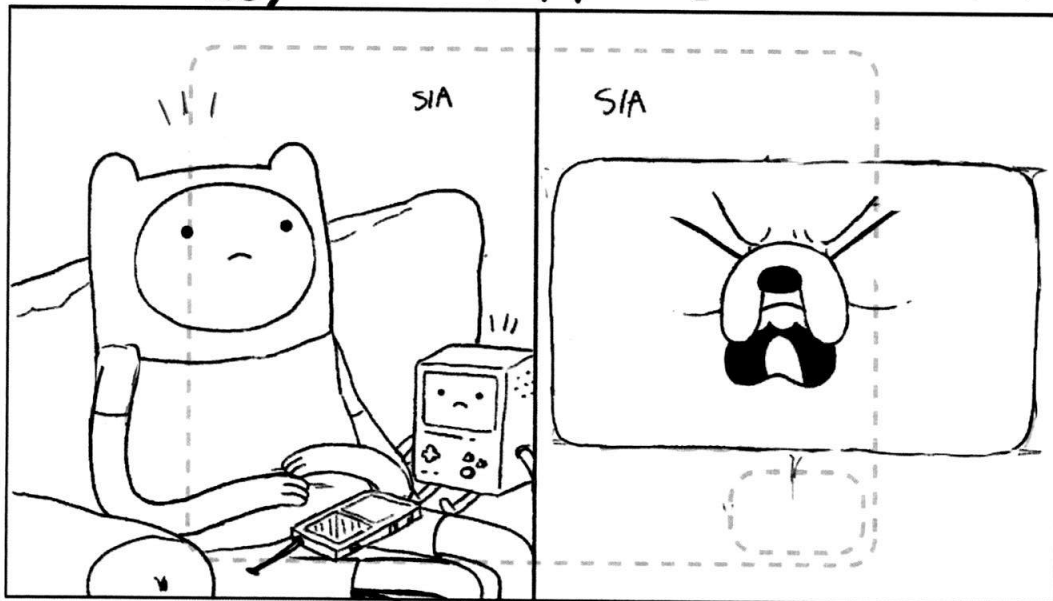
ADVENTURE TIME



Page 102

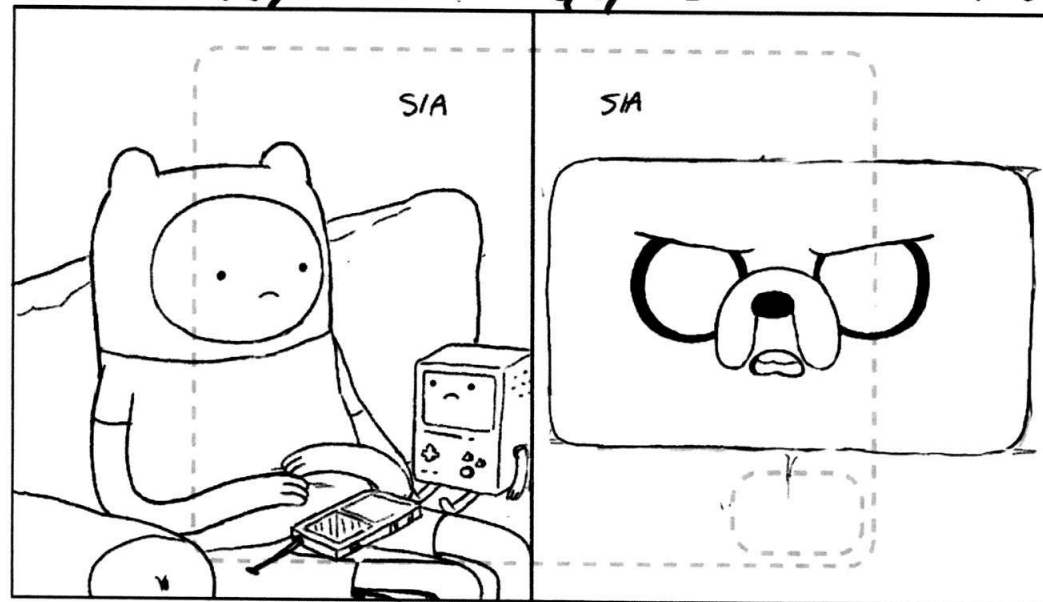
Sc. 47 *CONT* Pnl. *FF* Bg.

day night



Sc. 47 *CONT* Pnl. *GG* Bg.

day night



Dialog:

J/ IT'S NOT ABOUT THE BUNNY!

J/ THE BUNNY IS INCIDENTAL TO -

Action:

MAR 20 2014

Timing:

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Production :

1025/177

1025/177

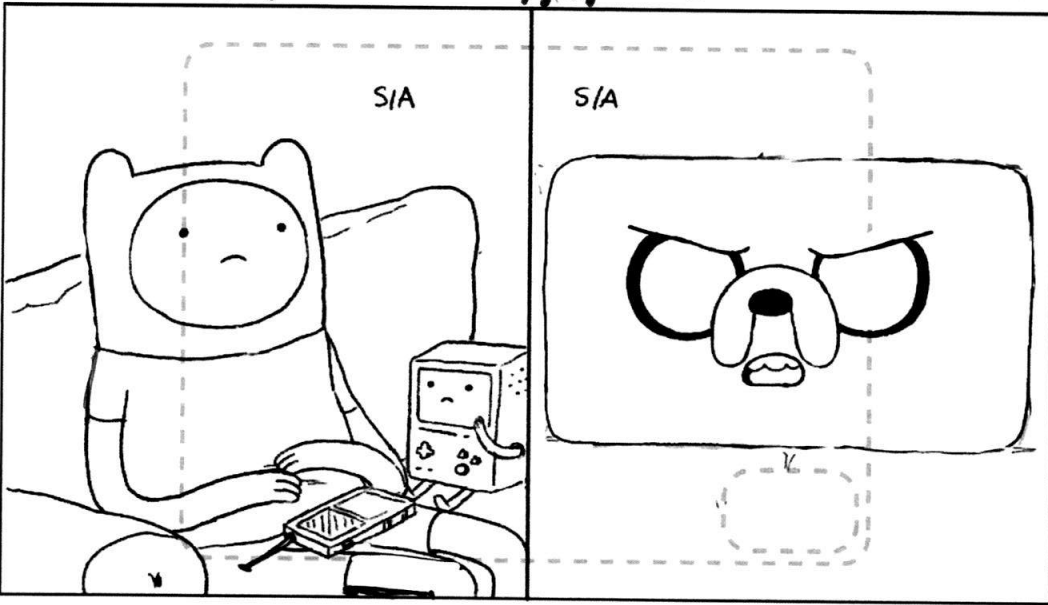
1025/177

ADVENTURE TIME

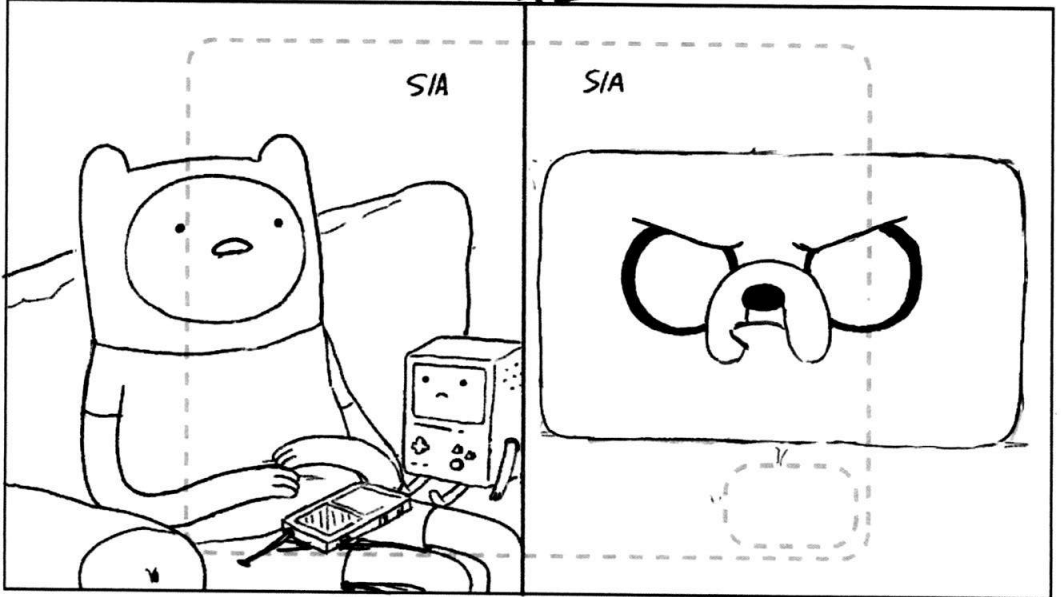


Page 103

Sc. 47 CONT Pnl. HH Bg. day night



Sc. 47 CONT Pnl. II Bg. day night



Dialog:

J/ THE BRICK EXPERIMENT!

F/ Oh. Sorry man.

Action:

- BMO TOUCHES HIS FACE

Timing:

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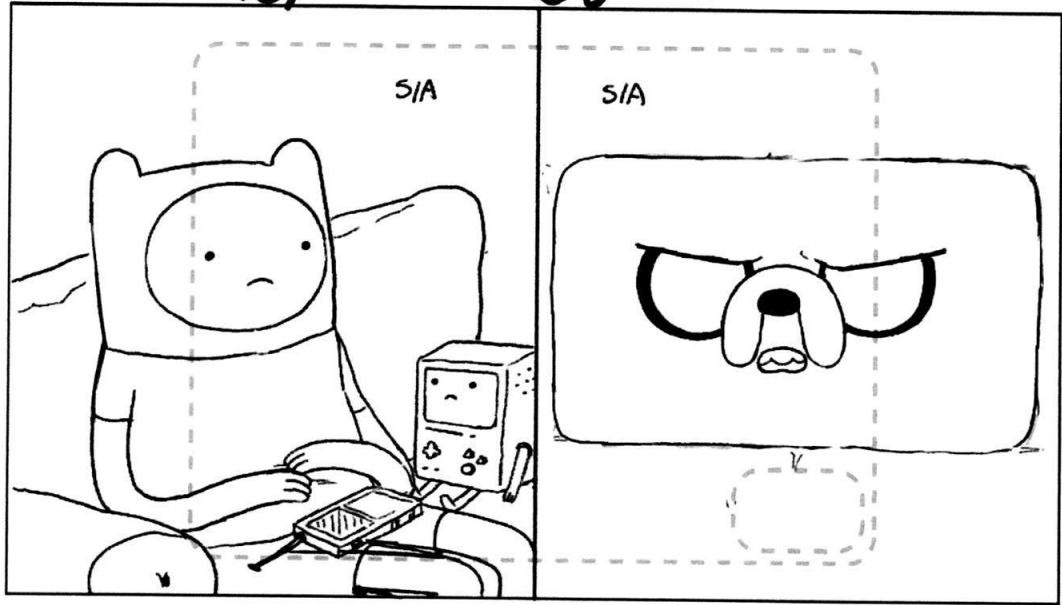
1025/177

ADVENTURE TIME

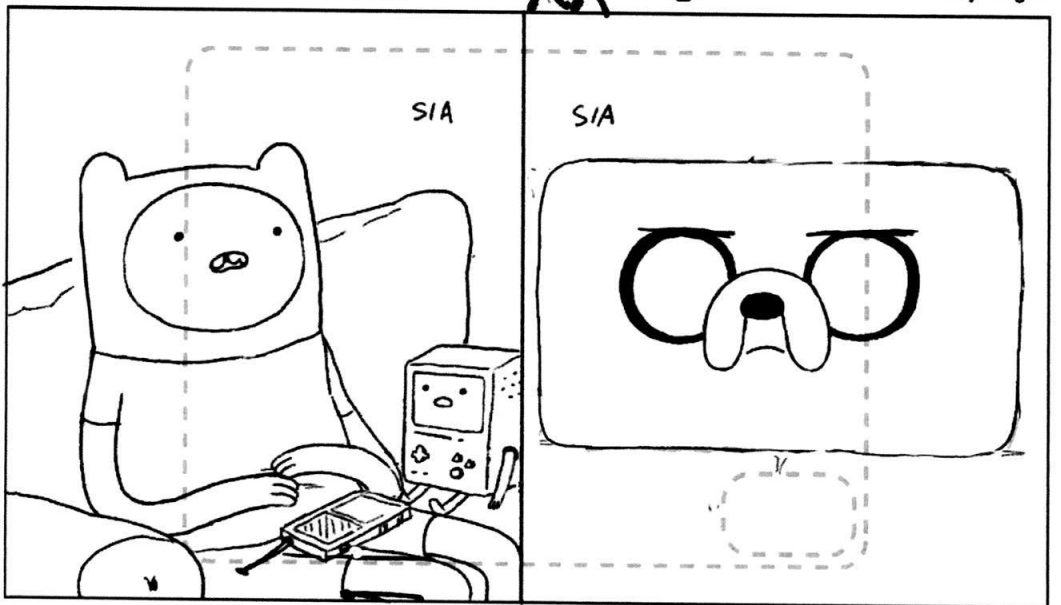


Page 104

Sc. 47 CONT Pnl. JJ Bg. day night



Sc. 47 CONT Pnl. KK Bg. day night



Dialog:	
J/ (UNDER HIS BREATH)	FORGET ABOUT THE BUNNY.
F/ SORRY MAN. BMO/ SORRY JAKE.	
Action:	
Timing:	

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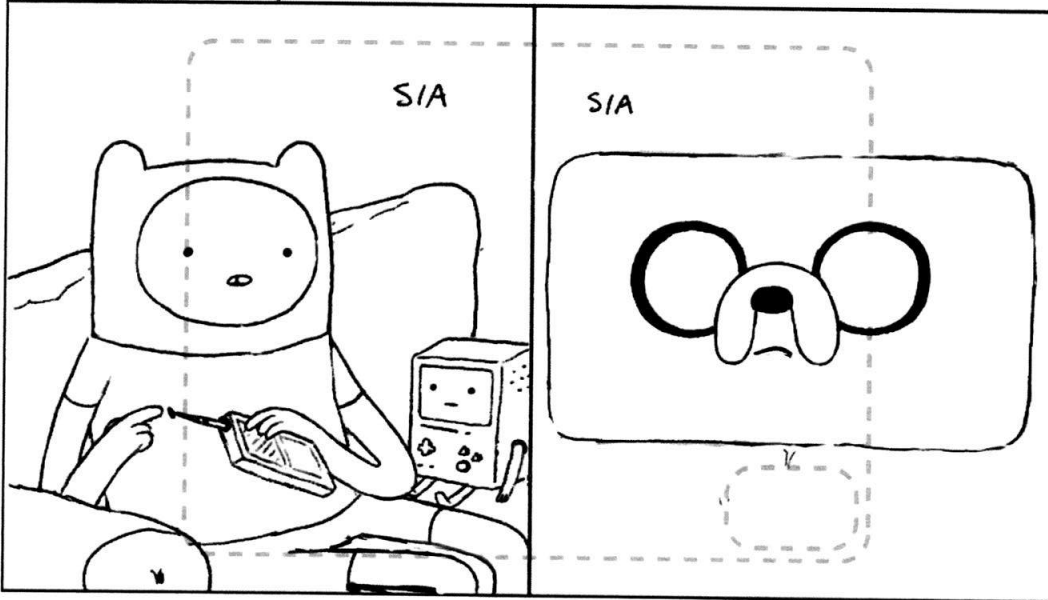
1025/177

ADVENTURE TIME

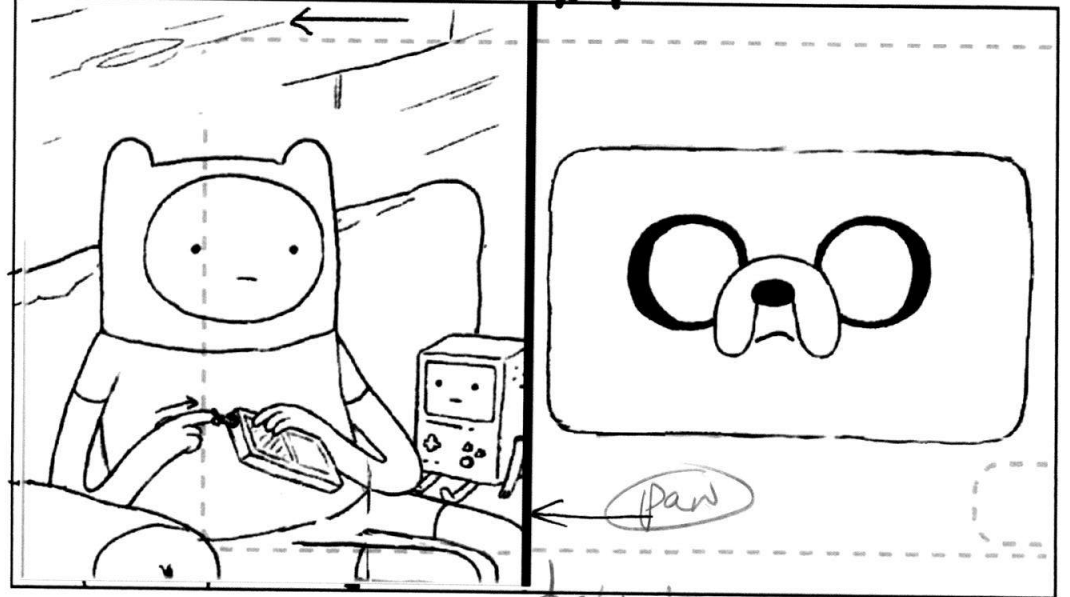


Page 105

Sc. 47 CONT Pnl. LL Bg. day night



Sc. 47 CONT Pnl. MM Bg. day night



Dialog:	<p>F/ LOOK, WE'LL UH... WE'LL LEAVE YOU ALONE.</p> <p>Pans Split Screen OFF</p> <p>SFX / CLICK</p>
Action:	<p>- F CLICKS IN WALKIE TALKIE ANTENNA AS SPLIT SCRENE RETREATS</p>
Timing:	<p>MAR 20 2014</p>

EPISODE # 1025-177

Production :

1025/177

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ADVENTURE TIME

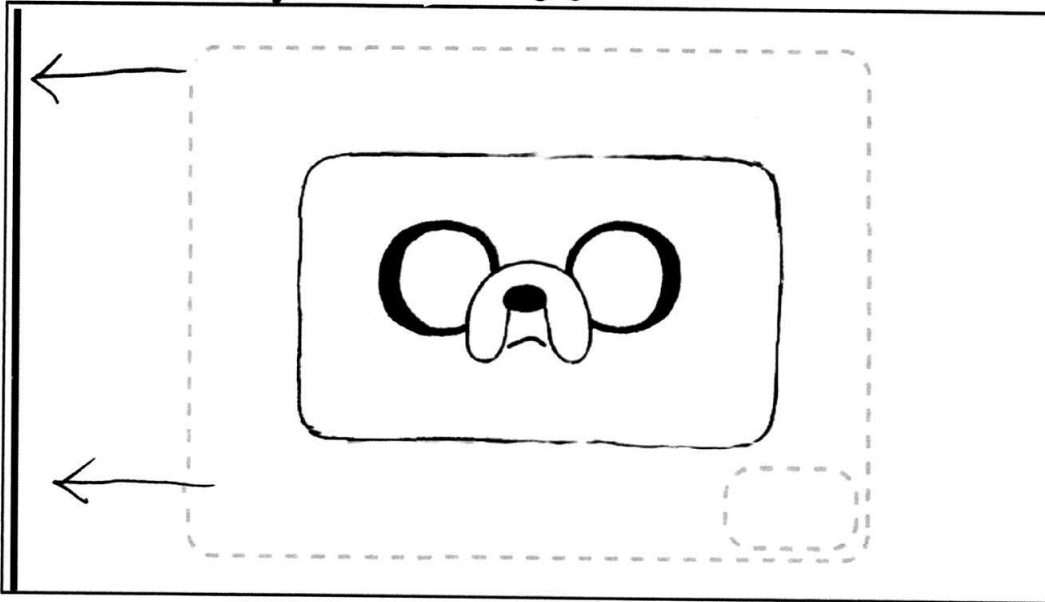


NO SC's
48-50

Page 106

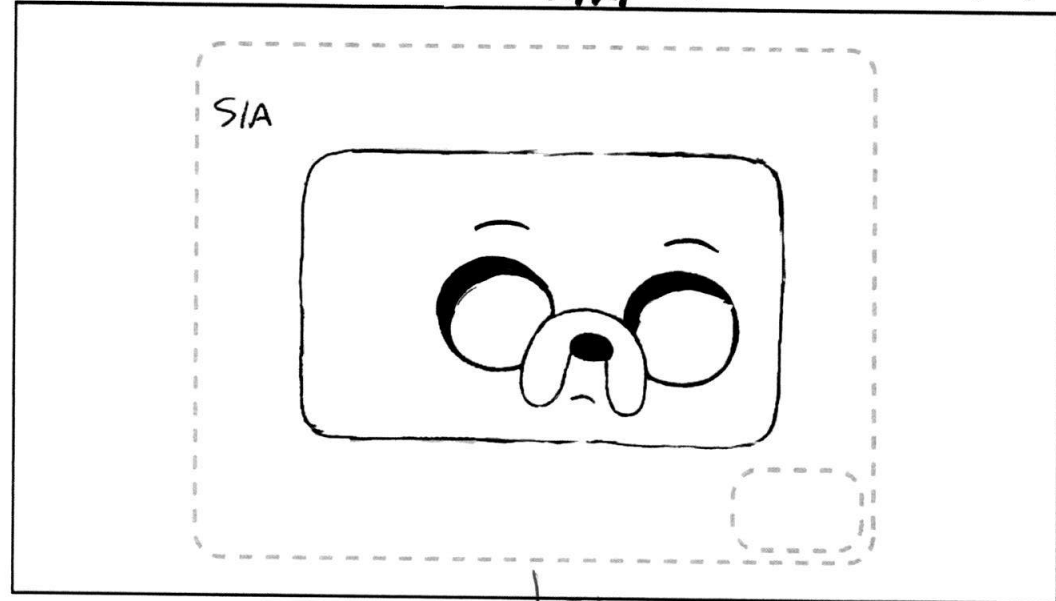
Sc. 47 CONT Pnl. '00' Bg.

day night



Sc. 47 CONT Pnl. MM Bg.

day night



Stop

Dialog:

Action:

- END SPLIT SCREEN
- J BLINKS

- J. LOOKS DOWN,

MAR 20 2014

Timing:

Cut

EPISODE # 1025-177

Production :

1025/177

1025/177

1025/177

Cut

ADVENTURE TIME



Cut

Page 107

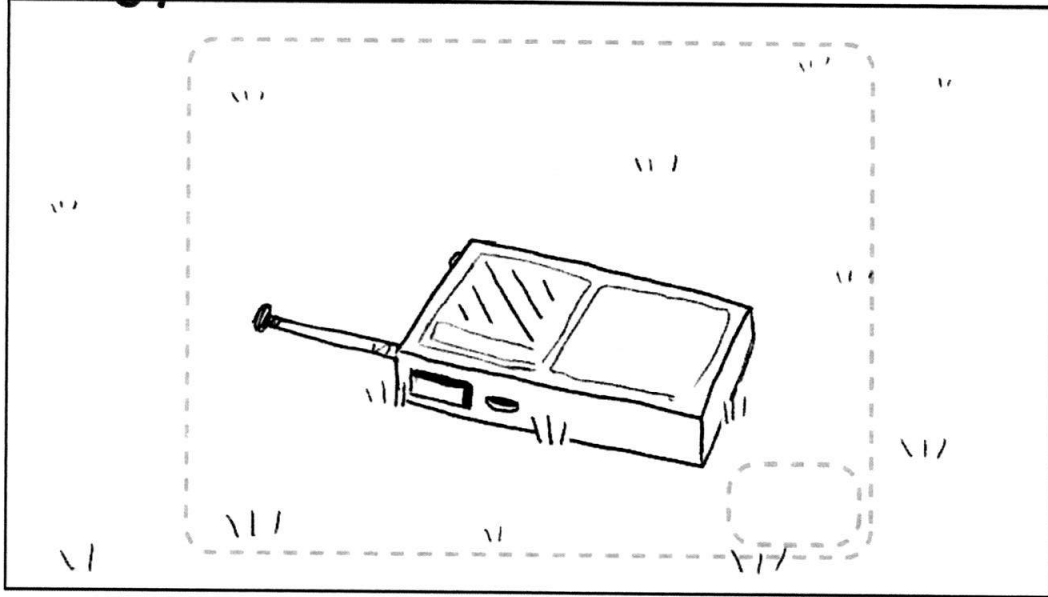
Sc.

51

Pnl. A

Bg.

day night

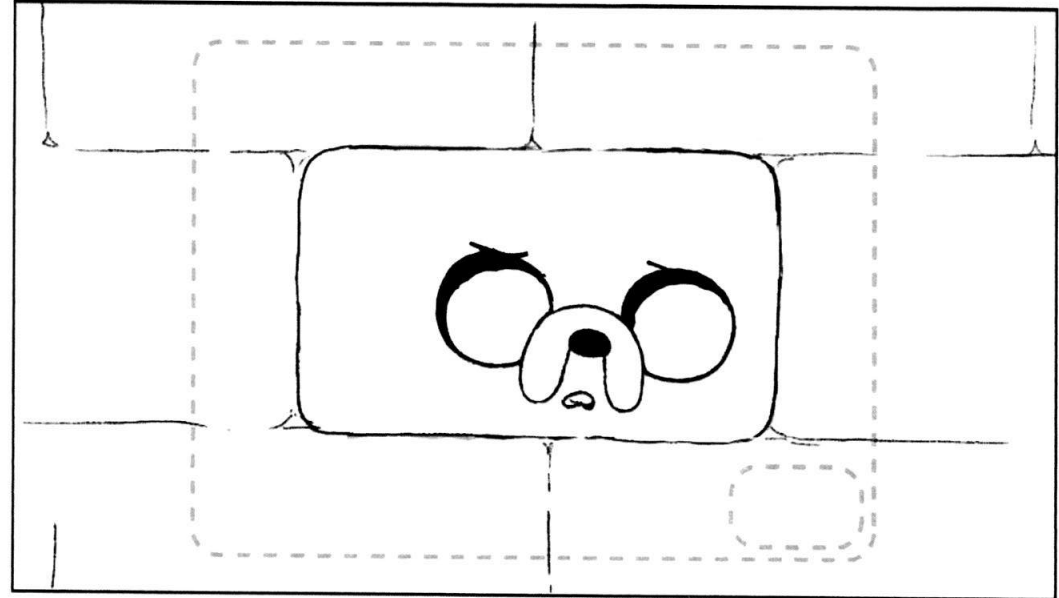


Sc. 52

Pnl. A

Bg.

day night



Dialog:

...

J/ FINN, ARE YOU STILL THERE?

Action:

- CU of WALKIE TALKIE.

MAR 20 2014

Timing:

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Production :

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1025/177

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ADVENTURE TIME



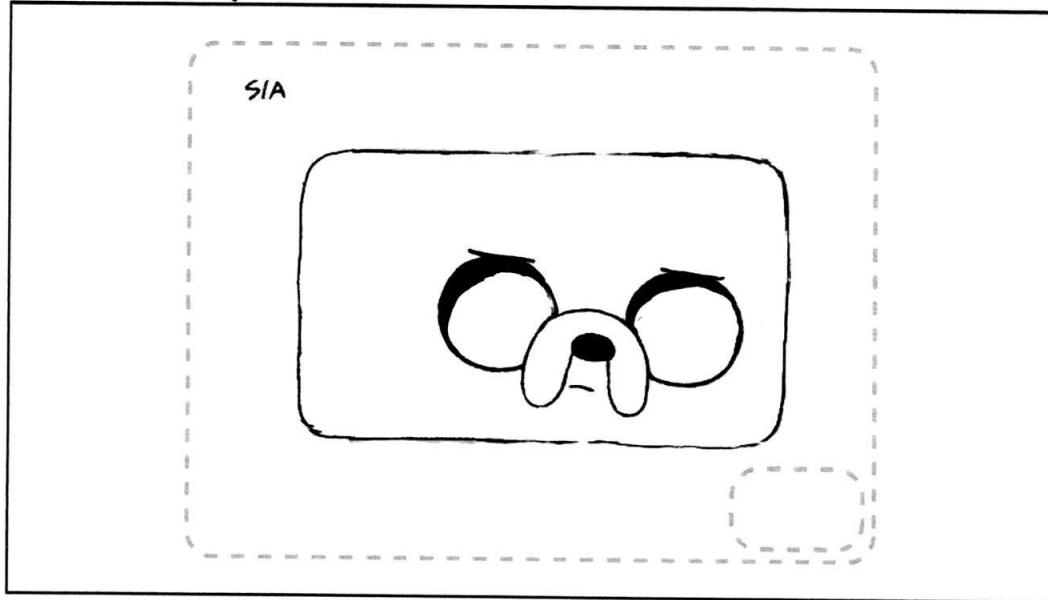
Page 108

Sc. 52 *CONT*

Pnl. B

Bg.

day night

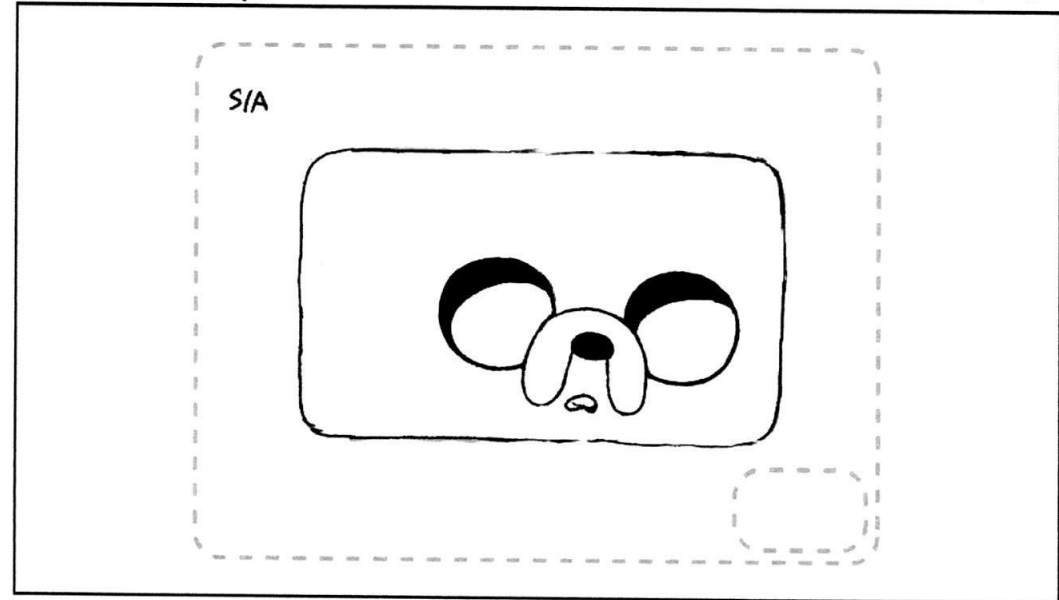


Sc. 52 *CONT*

Pnl. C

Bg.

day night



Dialog:

. . .

J/ FINN?

Action:

MAR 20 2014

Timing:

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Production :

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1025/177

ADVENTURE TIME



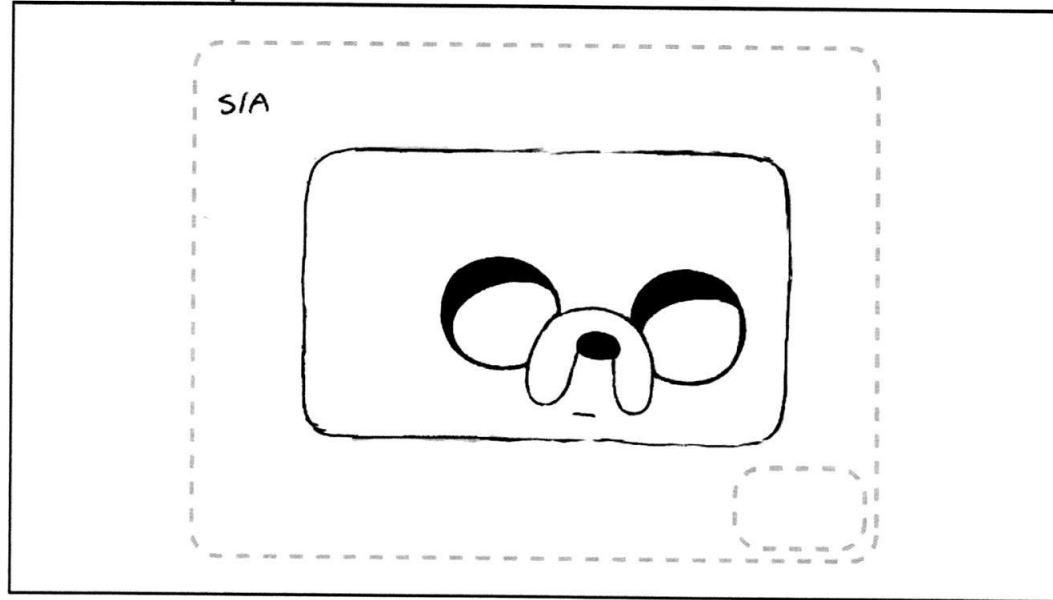
Page 109

Sc. 52 *CONT*

Pnl. D

Bg.

day night

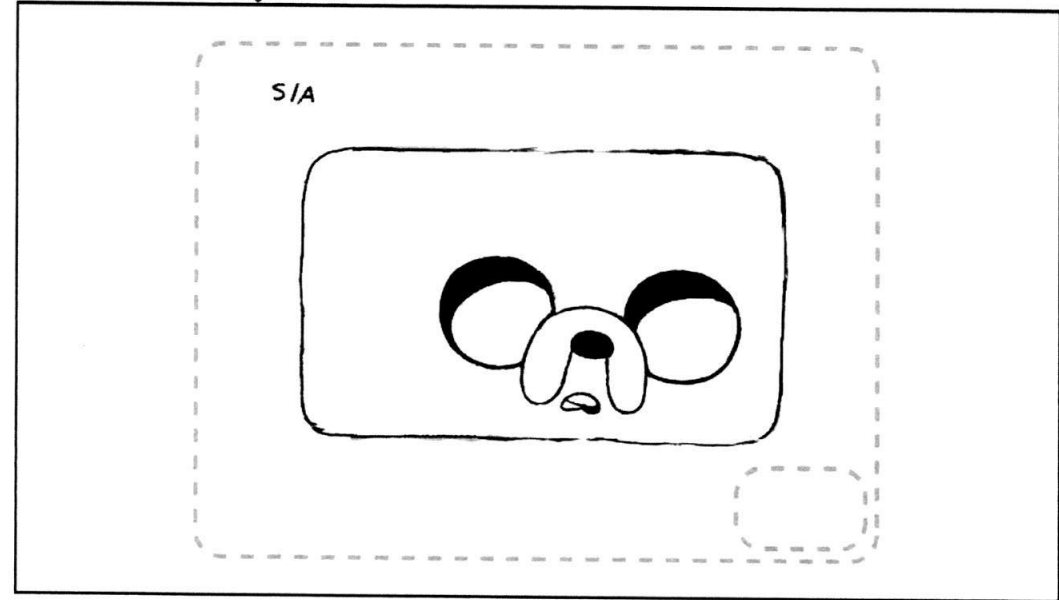


Sc. 52 *CONT*

Pnl. E

Bg.

day night



Dialog:

...

J/ BMO?

Action:

(BEAT)

MAR 20 2014

Timing:

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Production :

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ADVENTURE TIME



Cut

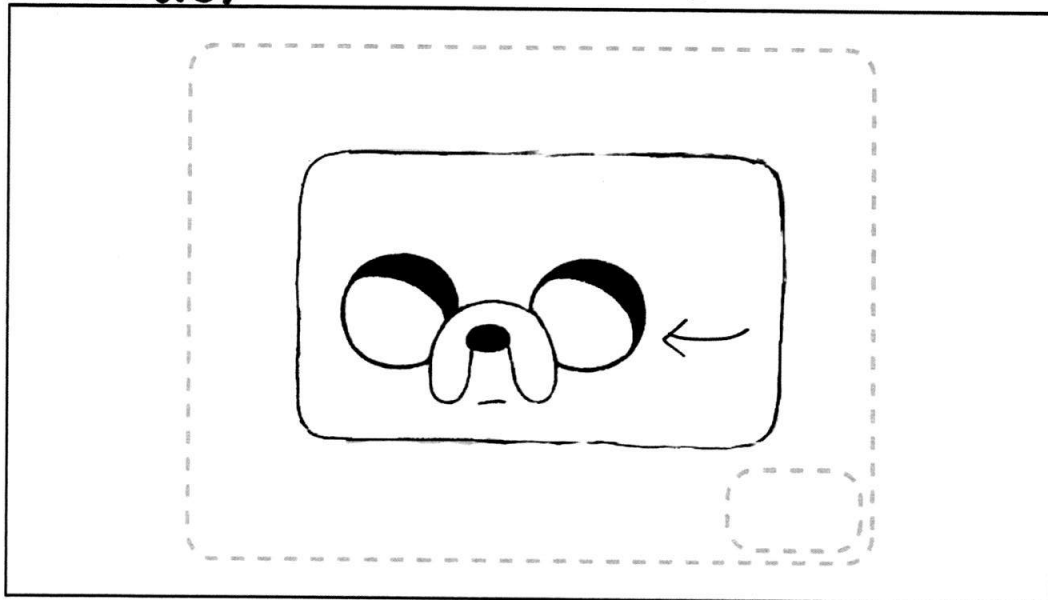
Page 110

Sc. 52 *CONT*

Pnl. F

Bg.

day night

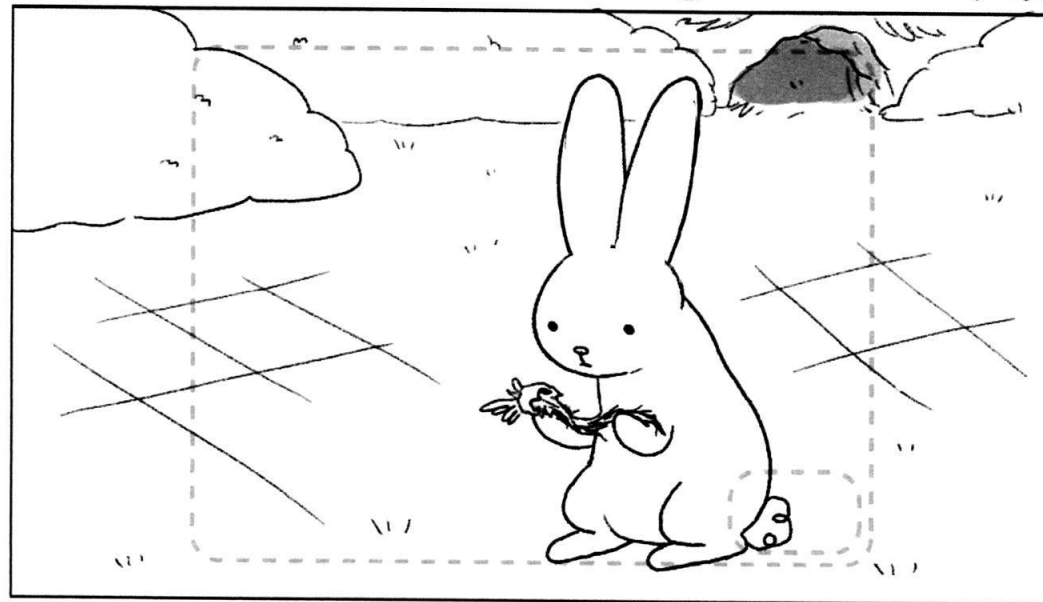


Sc. 53

Pnl. A

Bg.

day night



Dialog:

BUNNY / (o/s) (CHITTER)

Action:

- J. HEARS BUNNY AND LOOKS OVER.

- BUNNY SADLY INSPECTING REMAINS OF CARROT

Timing:

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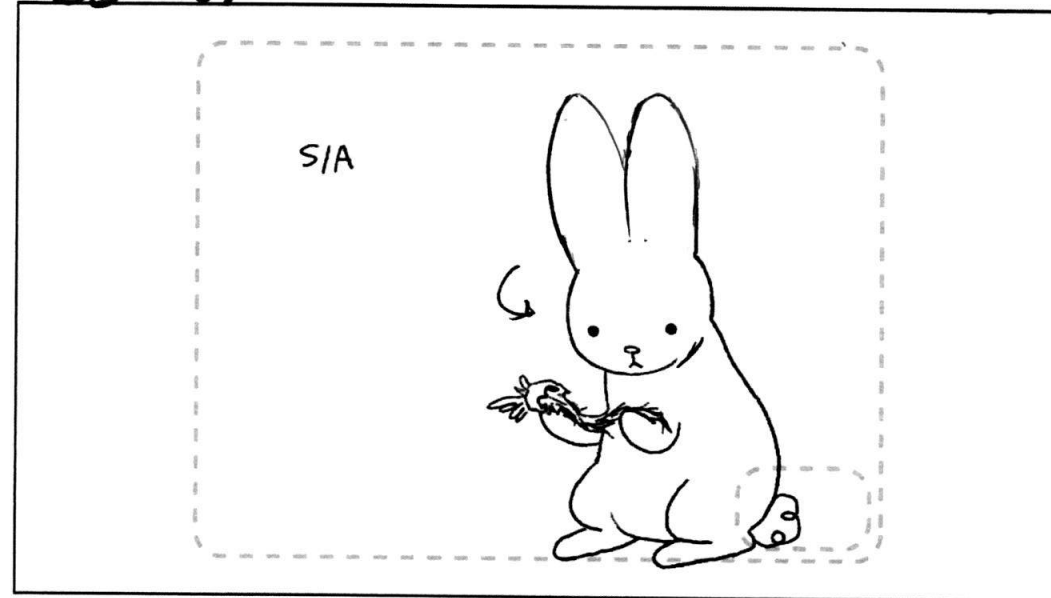


Sc. **53 CONT**

Pnl. **B**

Bg.

day night

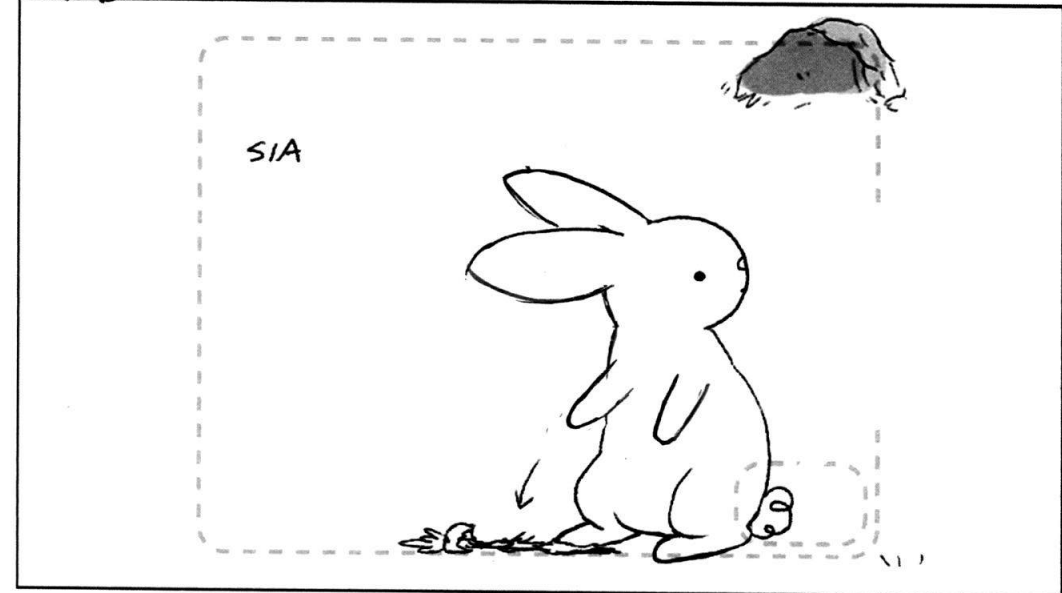


Sc. **53 CONT**

Pnl. **C**

Bg.

Page **111**
111A NEXT
day night



Dialog:

Action:

- B DROPS CARROT REMAINS
- BUNNY HOPS OVER TO WARREN AND HOPS INSIDE

Timing:

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Sc. 53 *cont*

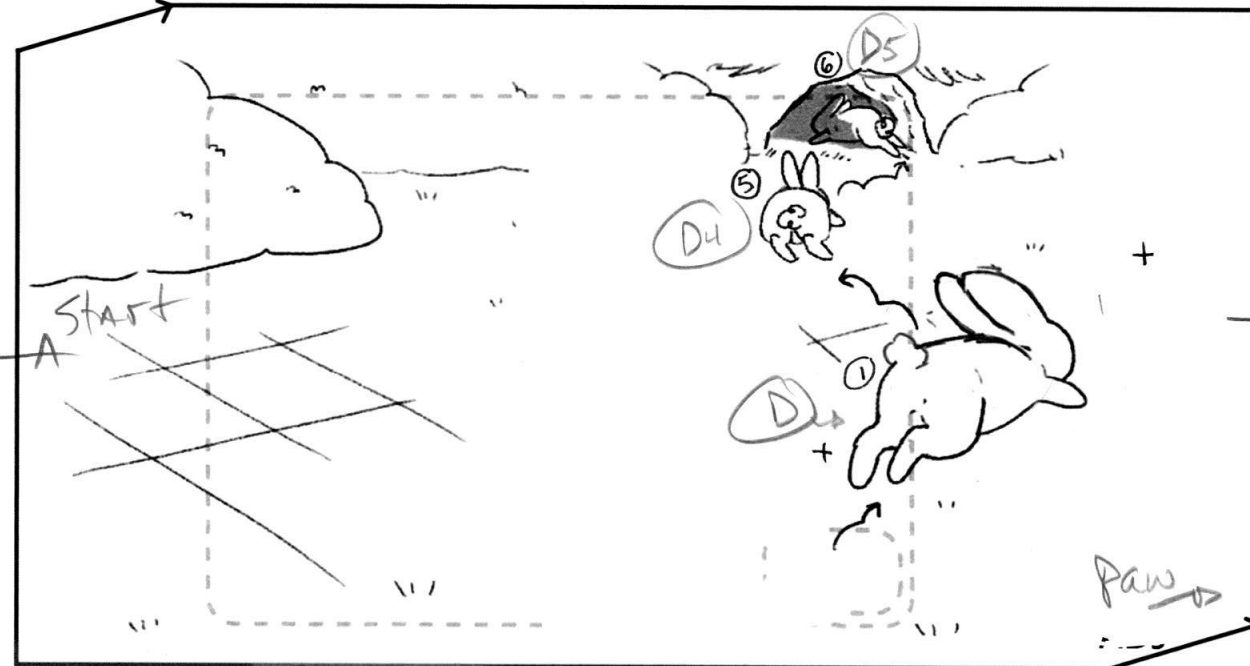
Pnl.

Bg.

day night

Page 111A
112 NEXT

HU
Cut



Stop

Paw



Dialog:

Action:

MAR 20 2014

Timing:

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Production:

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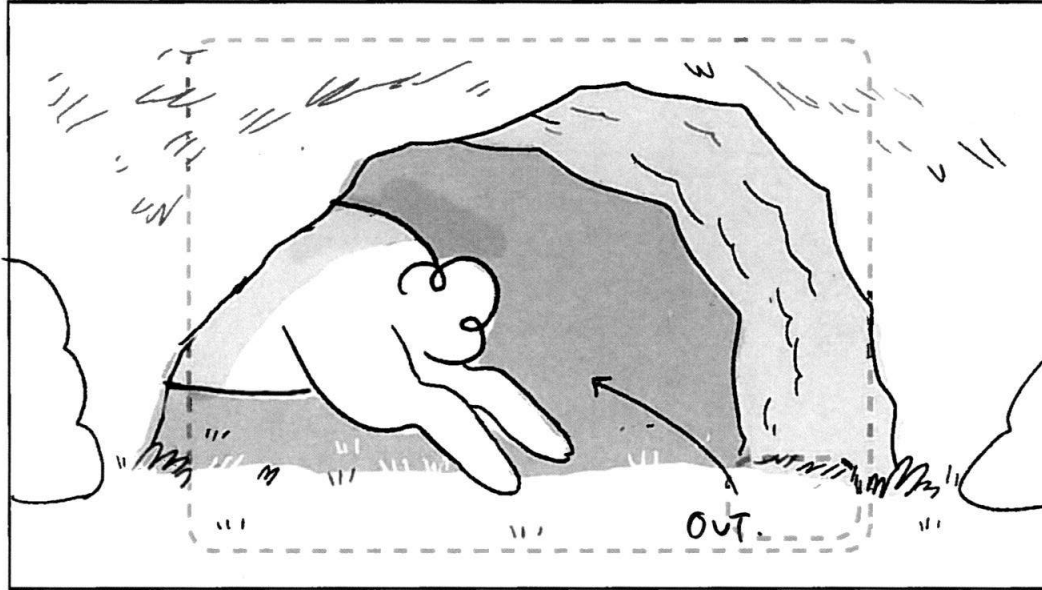
Page 112

Sc. 54

Pnl. A

Bg.

day night

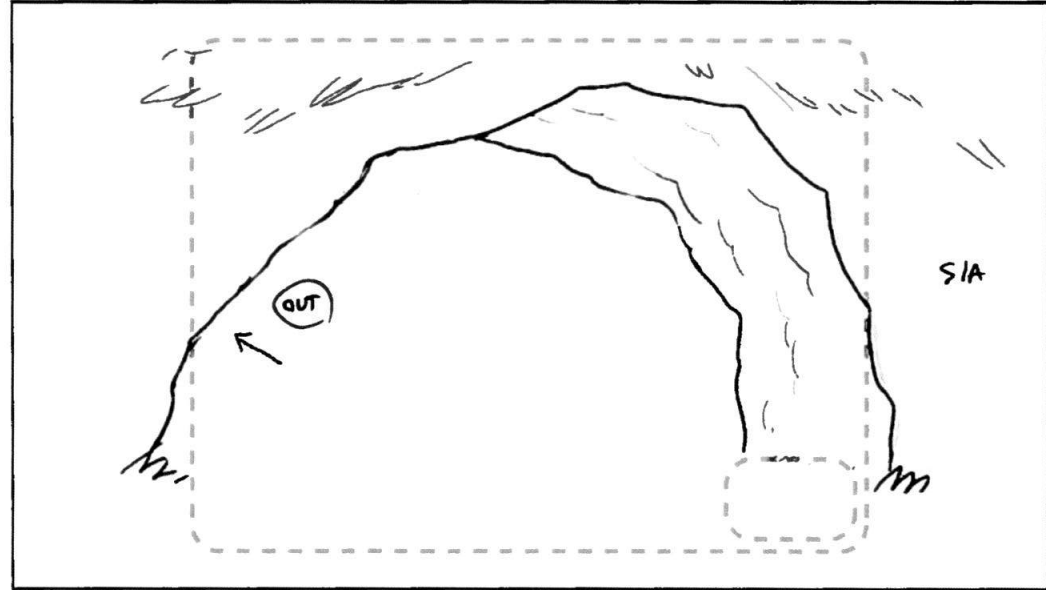


Sc. 54 *CONT*

Pnl. B

Bg.

day night



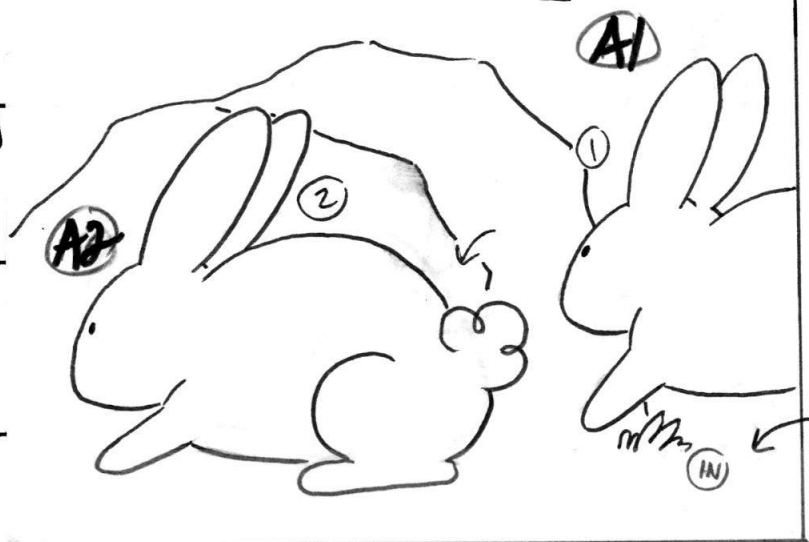
Dialog:

Action:

BUNNY HOPS INSIDE WARREN

Timing:

↓: (ovs) MR. BUNNY RETREATS --



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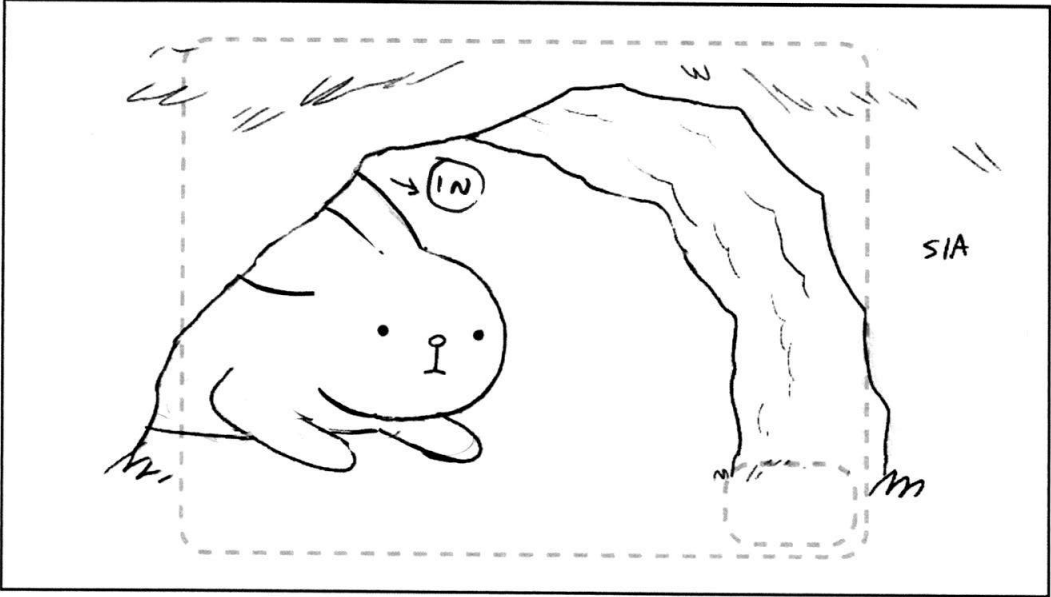
1025/177

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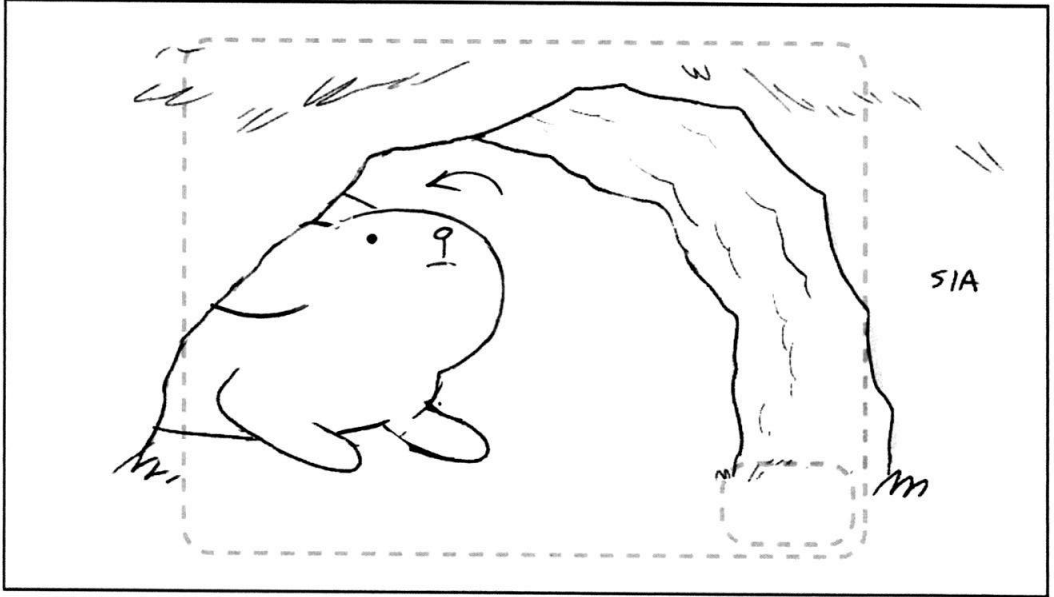
ADVENTURE TIME



Sc. 54 **CONT** Pnl. C Bg. day night



Sc. 54 **CONT** Pnl. D Bg. day night



Dialog:

J: (o/s) TO HIS WARREN...

J/(o/s) ITS HOMEMADE COMFORTS SOME CONSOLATION...

Action:

BUNNY LOOKS AROUND AT WARREN

Timing:

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Production :

ADVENTURE TIME



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Sc. 54 *CONT*

Pnl.

E

Bg.

day night

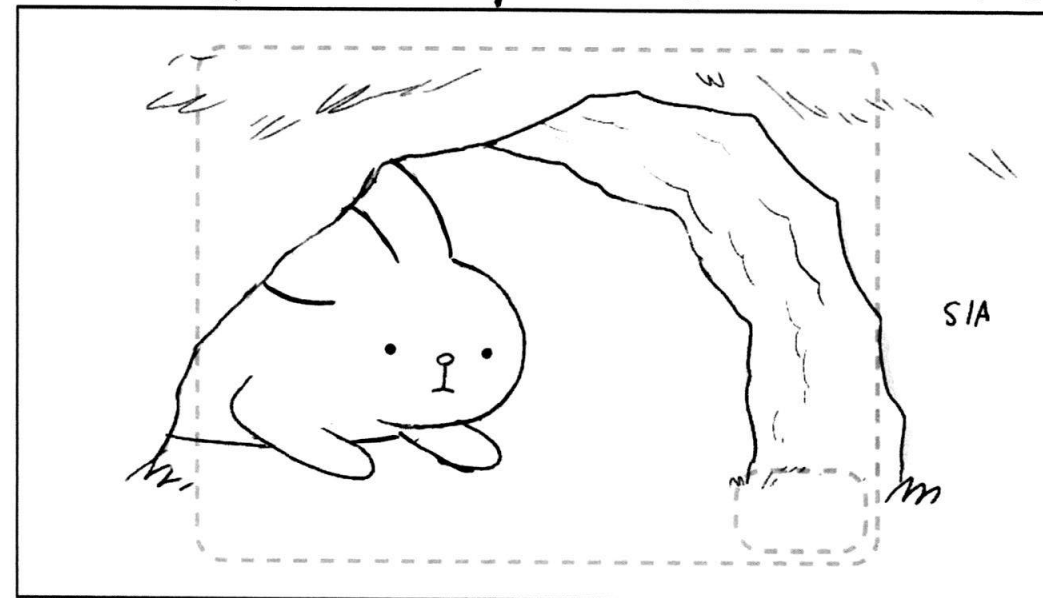
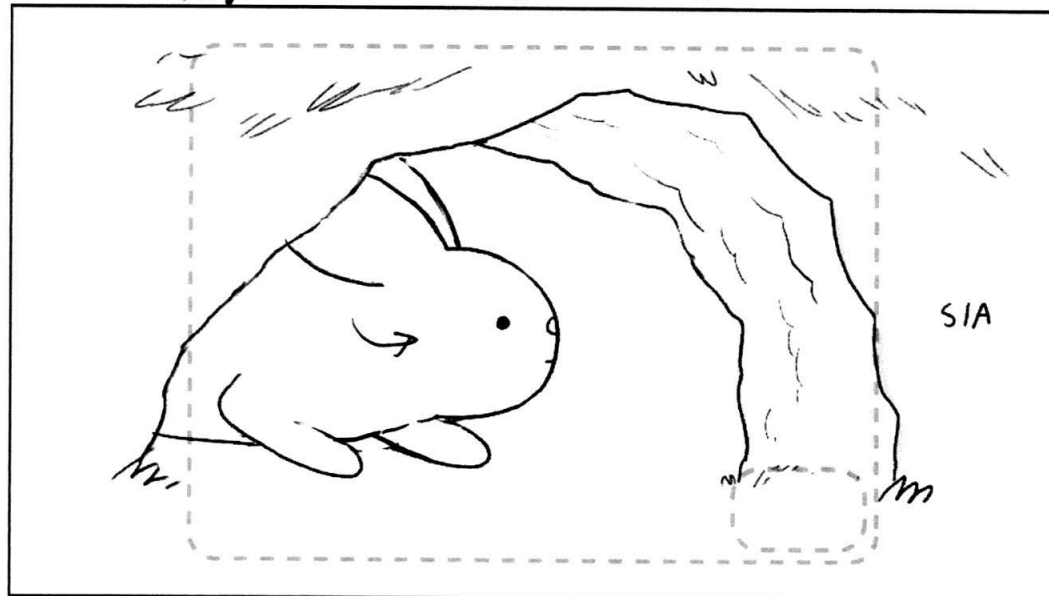
Sc. 54 *CONT*

Pnl

F

Bg.

day night



Dialog:

J/(o/s) (CONT) TO HELP PASS THE HUNGRY NIGHT

Action:

Timing:

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1025/177

Cont

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Cut

ADVENTURE TIME



Page 115

Cut w/-
X Diss @
post

Sc

55

Pnl.

A

Bg.

day night

B



1025-177

Stop

EPISODE #

1025/177

Dialog:

J/ TWILIGHT FALLS ON THE PEACEFUL FOREST, A TWILIGHT UNAWARE OF THE STRUGGLES IT BOTH SOOTHES AND CONCEALS.

XX Diss

Action:

- PAN RIGHT ACROSS TWILIT BRICK SHACK/ PURPLE SKY.

MAR 20 2014

Timing:

Production :

1025/177

cont
w/ XDISS
@ post

ADVENTURE TIME



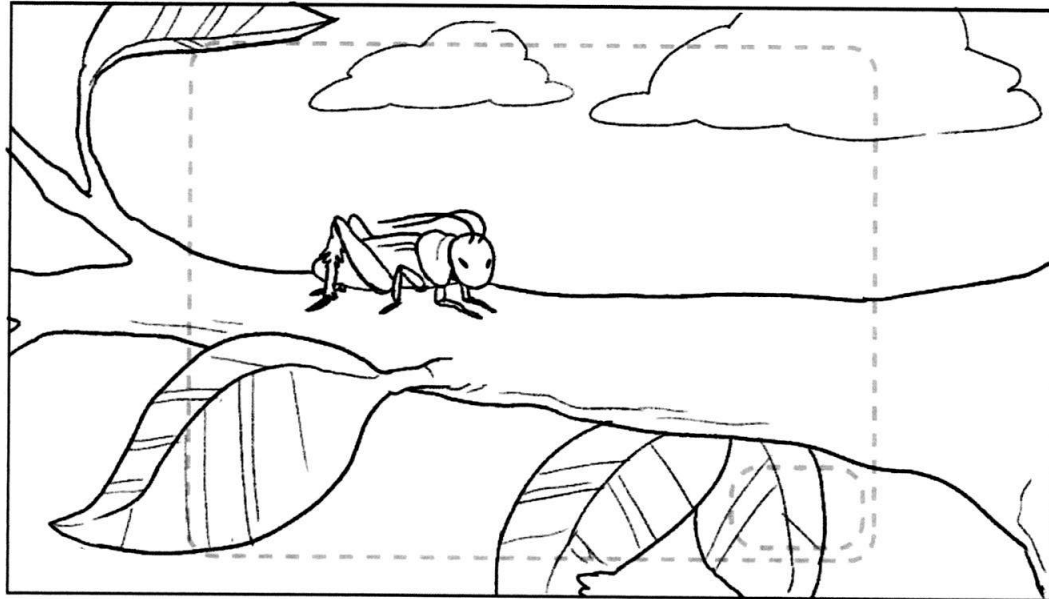
Page 116

Sc. 56

Pnl. A

Bg.

day night



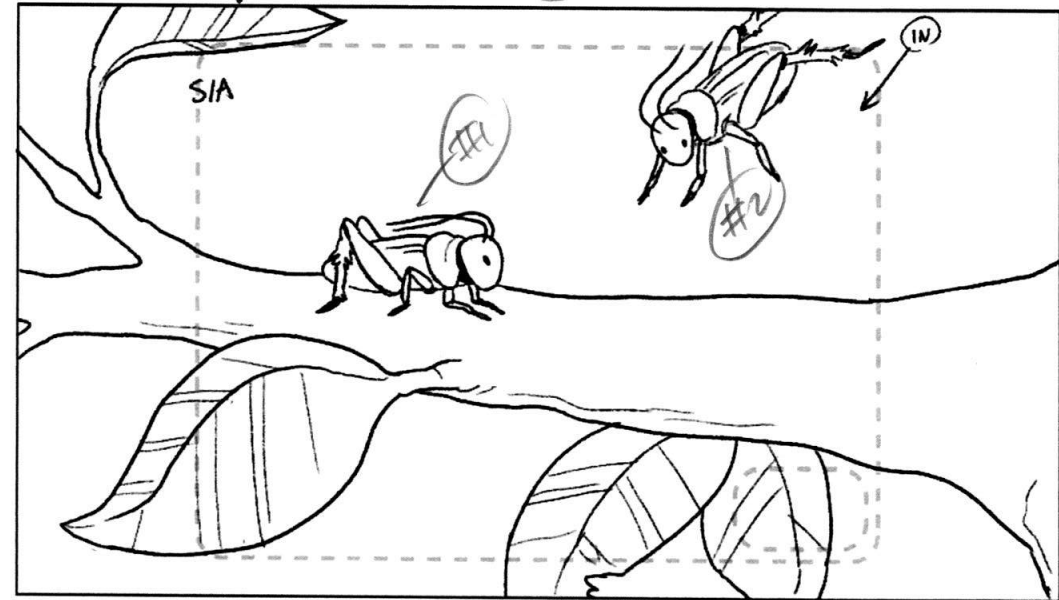
Sc. 56

CONT

Pnl. B

Bg.

day night



Dialog:

XX XDISS

J/ (O/S) THE CRICKETS BEGIN TO STIR . . .

Action:

- 2ND CRICKET LEAPS ON/S

Timing:

MAR 20 2014

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Production :

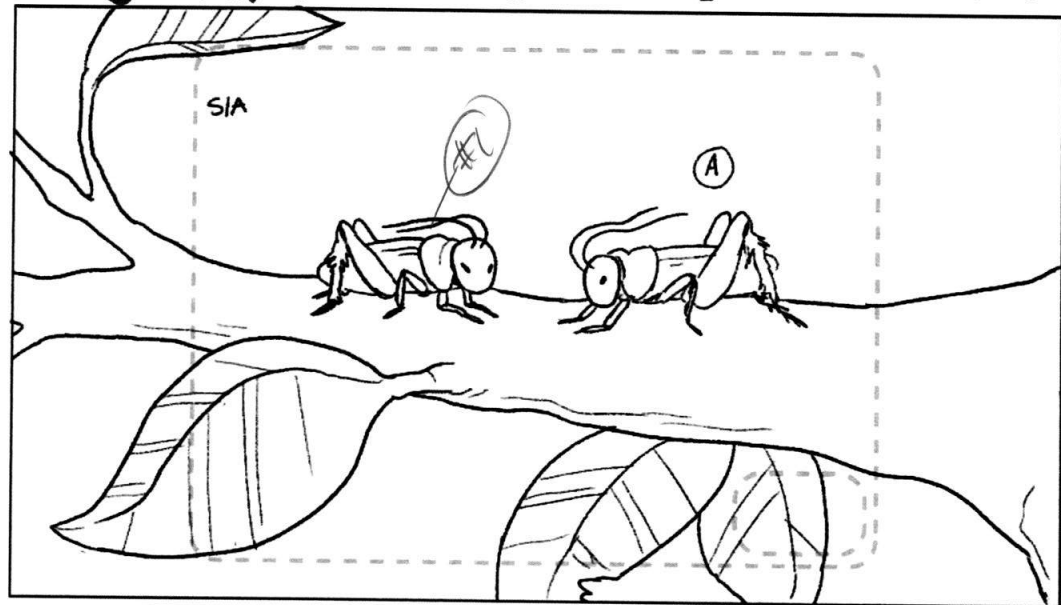
1025/177

1025/177

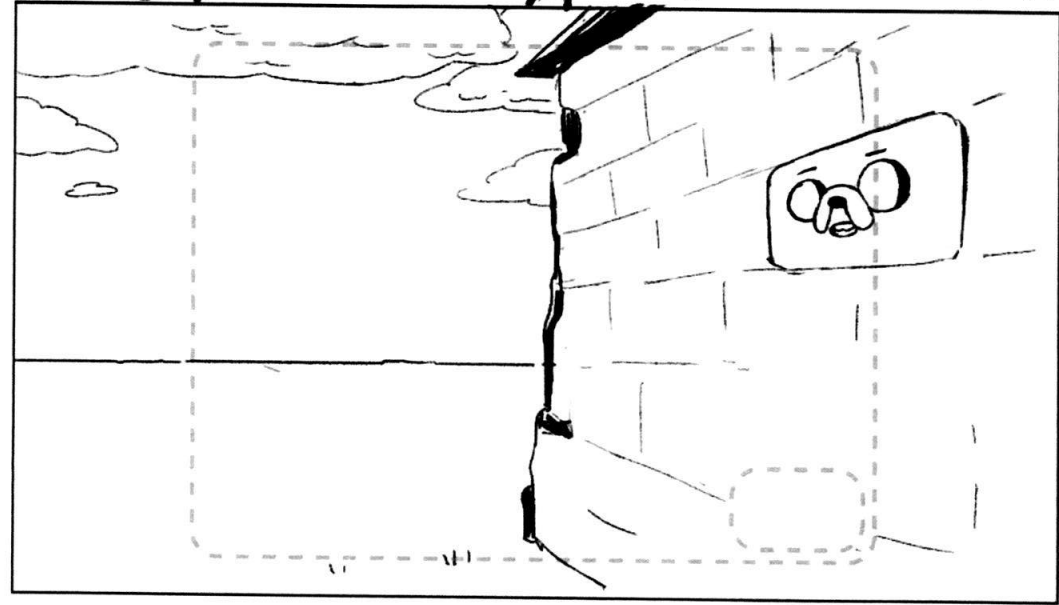
ADVENTURE TIME



Sc. **56 CONT** Pnl. **C** Bg. day night



Sc. **57** Pnl. **A** Bg. day night



Dialog:	<p>J/ (O/S) REHEARSING THEIR MUSICAL RHAPSODIES. .</p> <p>SFX: * CRICKETS *</p>	<p>J/ IN THE DISTANCE ...</p>
Action:	<p>CRICKETS RUB LEGS & WINGS TOGETHER</p>	
Timing:		

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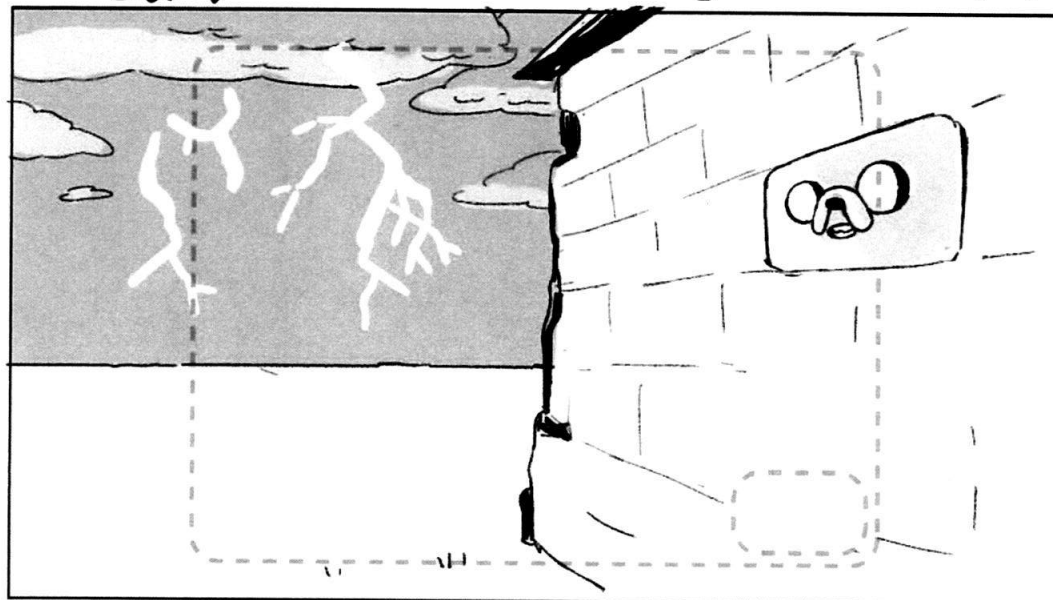
Page 118

Sc. 57 *CONT*

Pnl. B

Bg.

day night

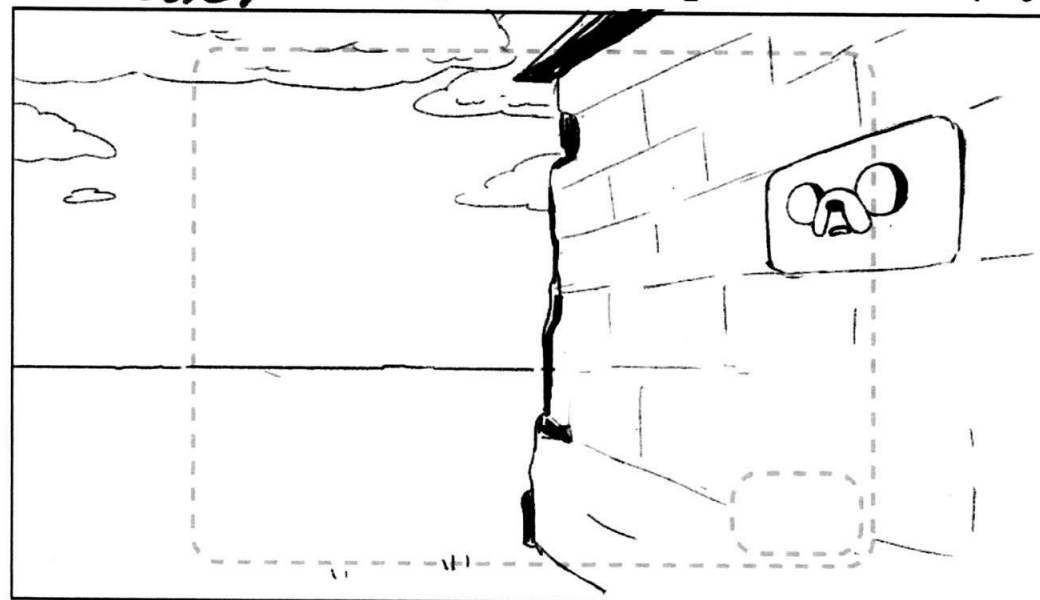


Sc. 57 *CONT*

Pnl. C

Bg.

day night



Cut
w/ XDISS @ post

EPISODE # 1025-177

Dialog:

J/ FLASHES OF HEAT LIGHTNING ILLUMINATE A PURPLE SUMMER SKY

XDISS

Action:

-LIGHTNING FLASHES. INTERMITTANTLY.

MAR 20 2014

Timing:

Production :

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ADVENTURE TIME



Page 119

Sc. 58

Pnl. A

Bg.

day night



Sc. 58 CONT

Pnl. B

Bg.

day night



Dialog:

XX

J/ (O/S) EVEN ANGRY DEER AT LAST MUST COME TO REST...

(A1)

(A2)

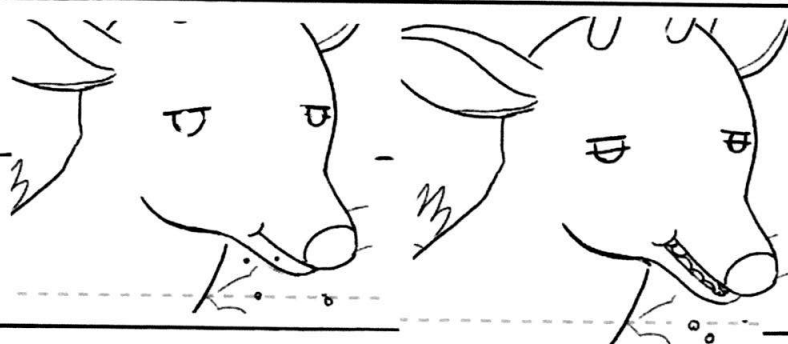
SFX: * CHewing *

MAR 20 2014

Action:

-DEER CHEWING

Timing:



- DEER LOOKS AROUND BORED



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Cut w/ X Diss @ post

XO 58

HO Cut

ADVENTURE TIME



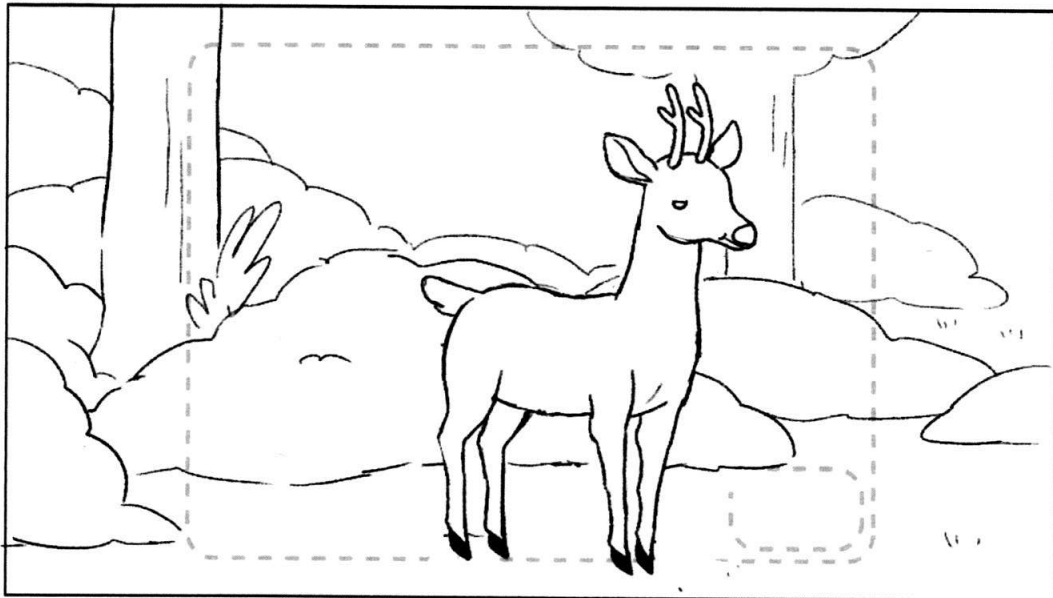
Page 120

Sc. Sq

Pnl. A

Bg.

day night

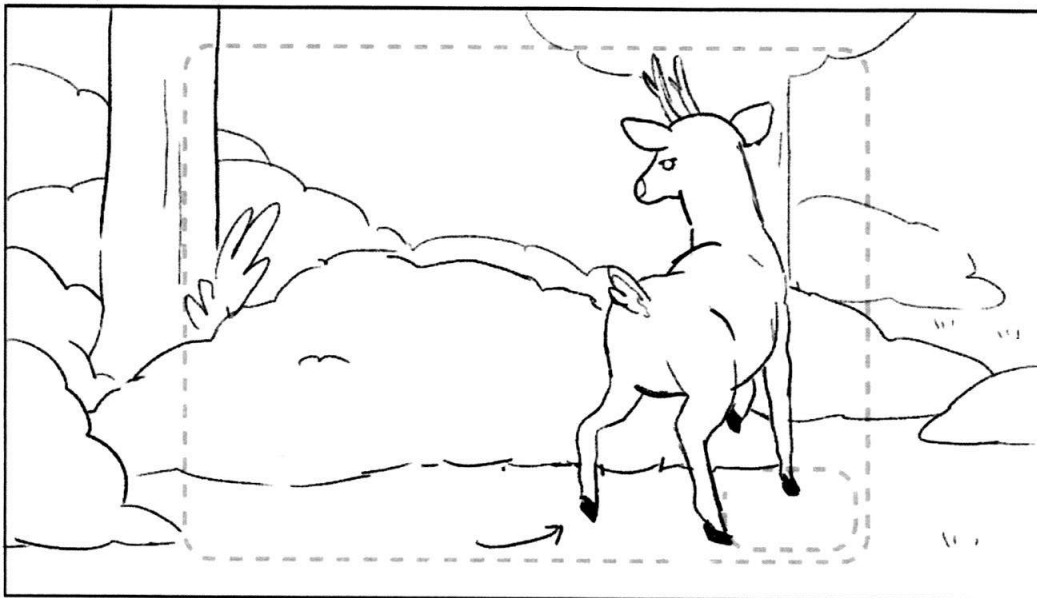


Sc. Sq *CONT*

Pnl. B

Bg.

day night



Dialog:

J/ (O/S) AND SO IT IS WITH OUR ERSTWHILE ANTAGONIST.

Action:

- DEER WALKS TOWARDS BUSHES

Timing:

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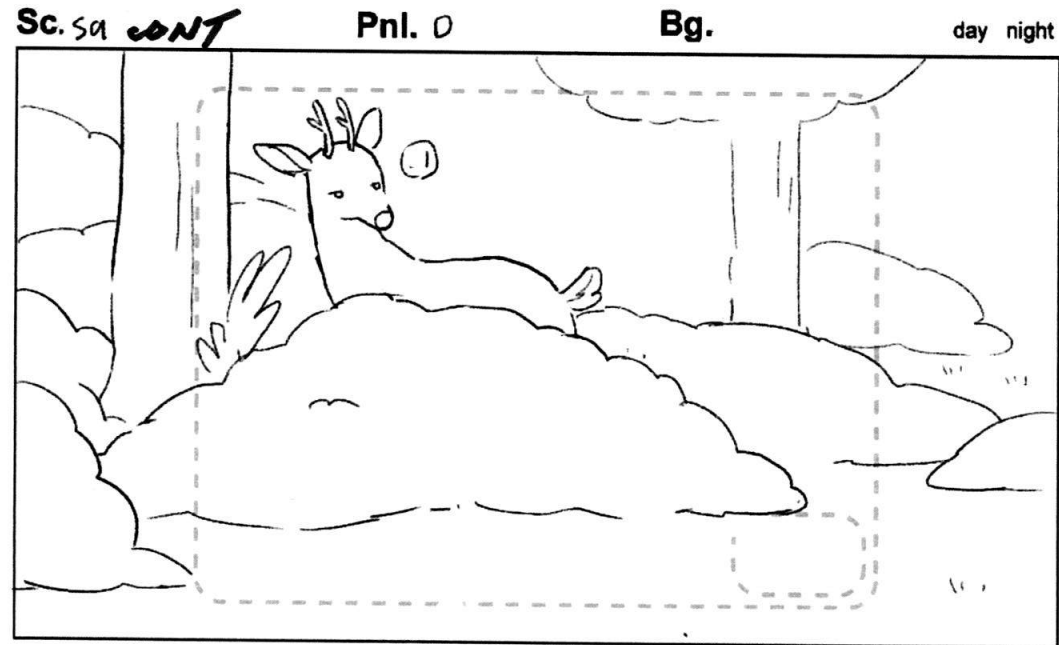
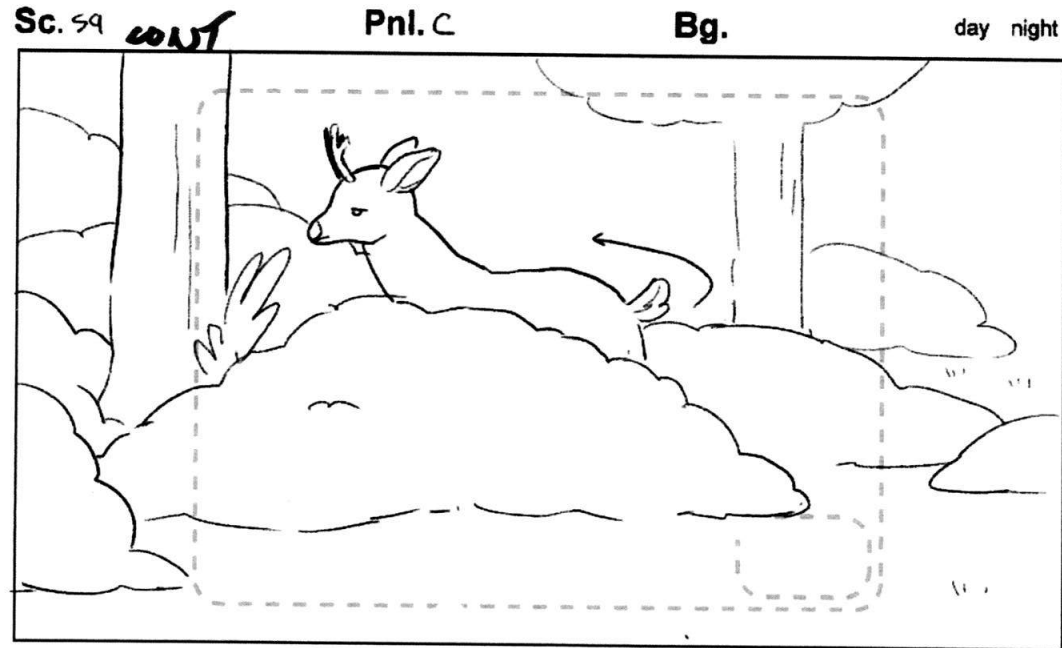
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ADVENTURE TIME



Page 121



Dialog:

Action:

Timing:

DEER LOOKS AROUND SUSPICIOUSLY



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ADVENTURE TIME



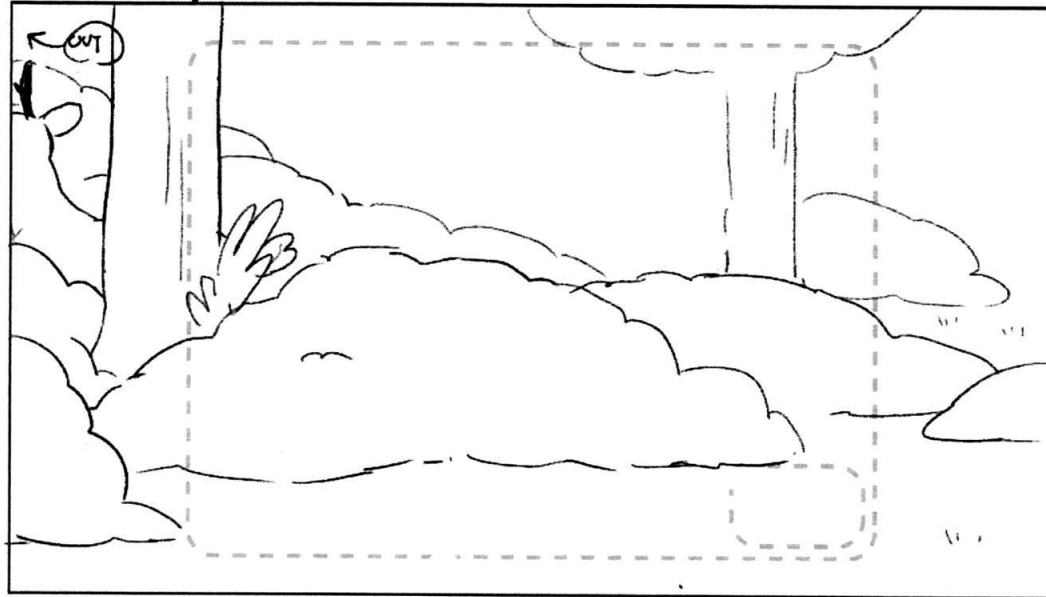
Page 122

Sc. 54 **CONT**

Pnl. E

Bg.

day night

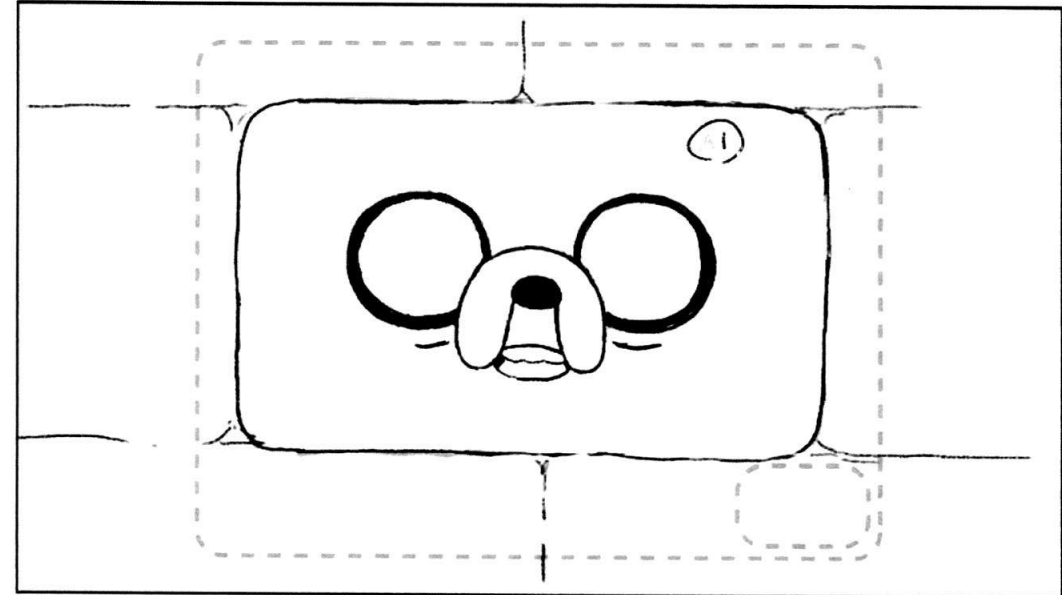


Sc. 60

Pnl. A

Bg.

day night



Dialog:

J/ (O/S) WHO HAS DISAPPEARED INTO A STAND OF TREES.

J/ PERHAPS TO DREAM OF TOMORROW'S POINTLESS BATTLES.

Action:

- J GETTING DROWSY

Timing:



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ADVENTURE TIME



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Sc. 60 CONT

Pnl. B

Bg.

day night

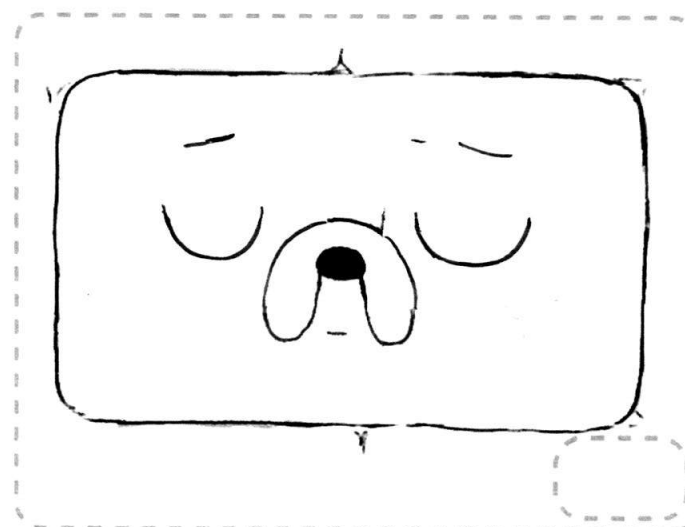
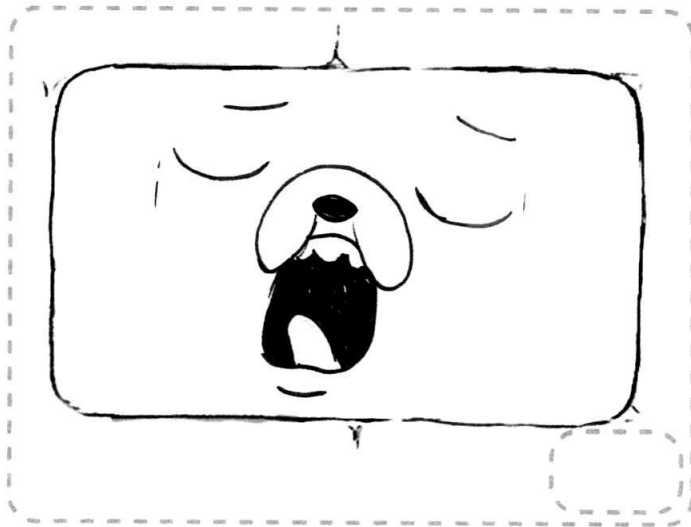
Sc. 60 CONT

Pnl. C

Bg.

day night

SIA



Dialog:

J/ (YAWN)

Action:

- JAKE FALLS ASLEEP

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Timing:

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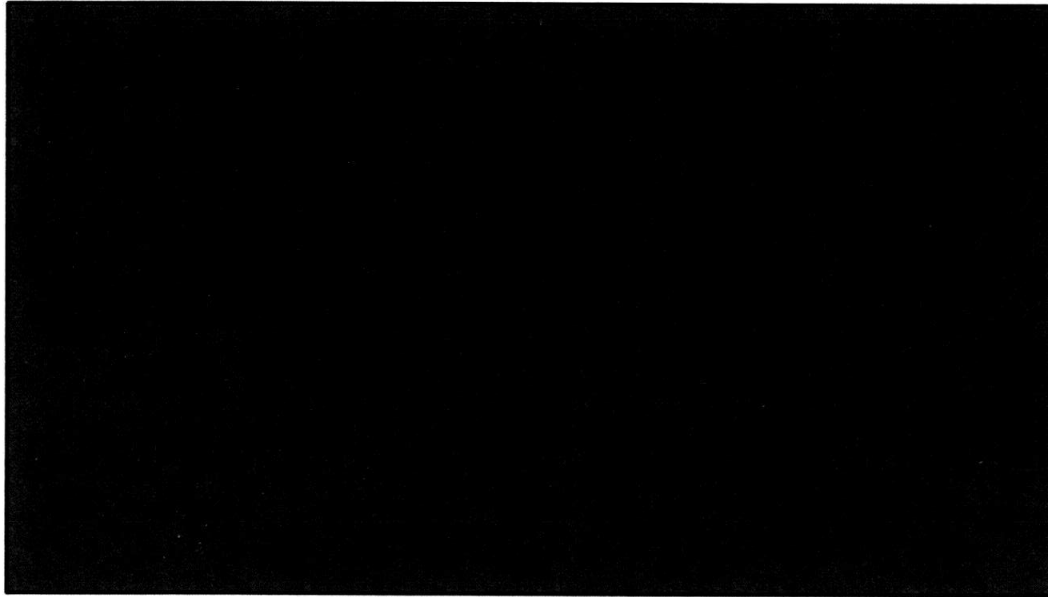
Cut w/ FADE IN
to post

Sc. 60 *cont*

Pnl. D

Bg.

day night

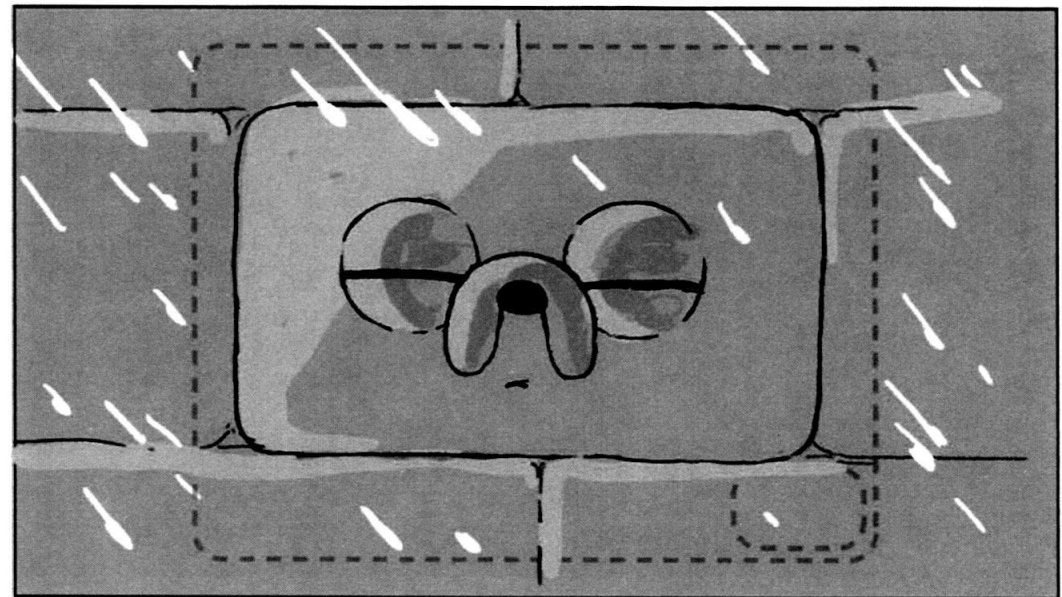


Sc. 61

Pnl. A

Bg.

day night



Dialog: <div>FADE to Black</div> <div>FADE UP</div>		SFX: WIND RAIN
Action: <div>FADE TO BLACK</div> <div>— INTENSE WIND & RAIN</div>		MAR 20 2014
Timing:		

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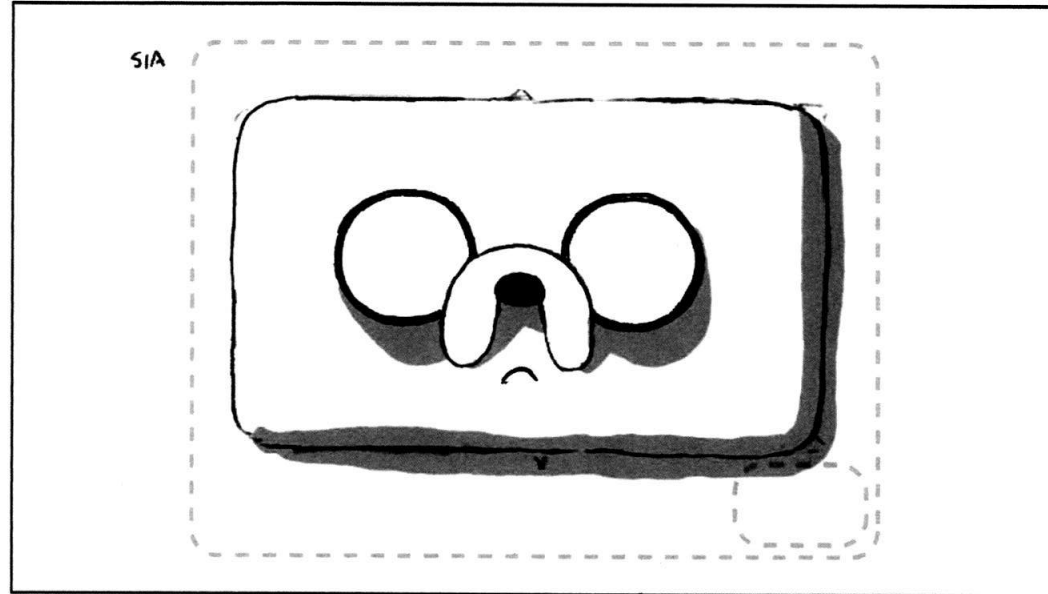
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Sc. 61 CONT

Pnl. B

Bg.

day night

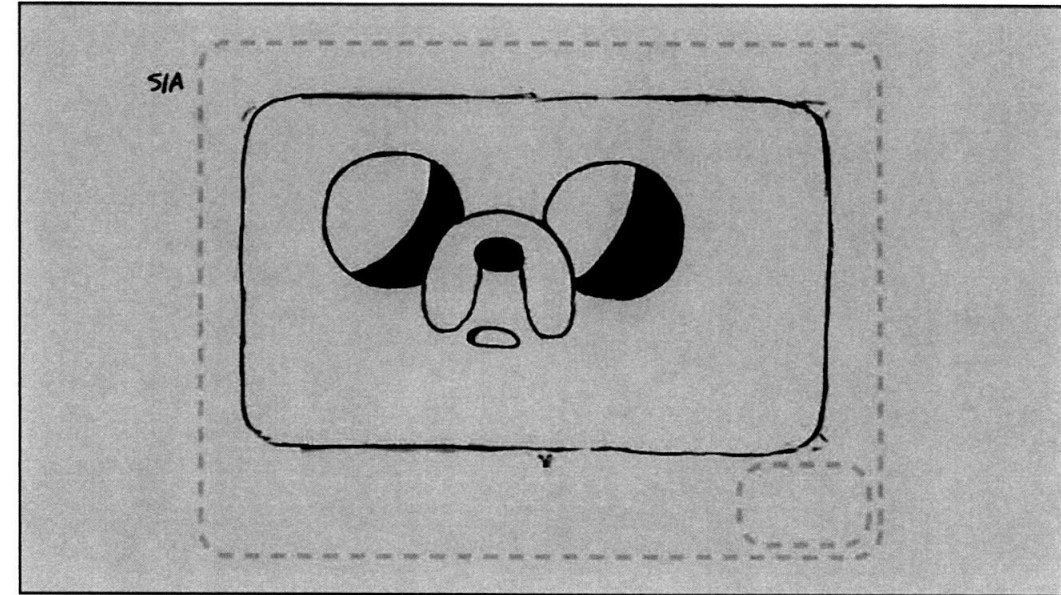


Sc. 61 CONT

Pnl. C

Bg.

day night



Dialog:

SFX: * THUNDER *

Action:

LIGHTNING FLASHES (RAIN & WIND CONT)

- J. LOOKS UP
- LIGHTNING FADES

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cut

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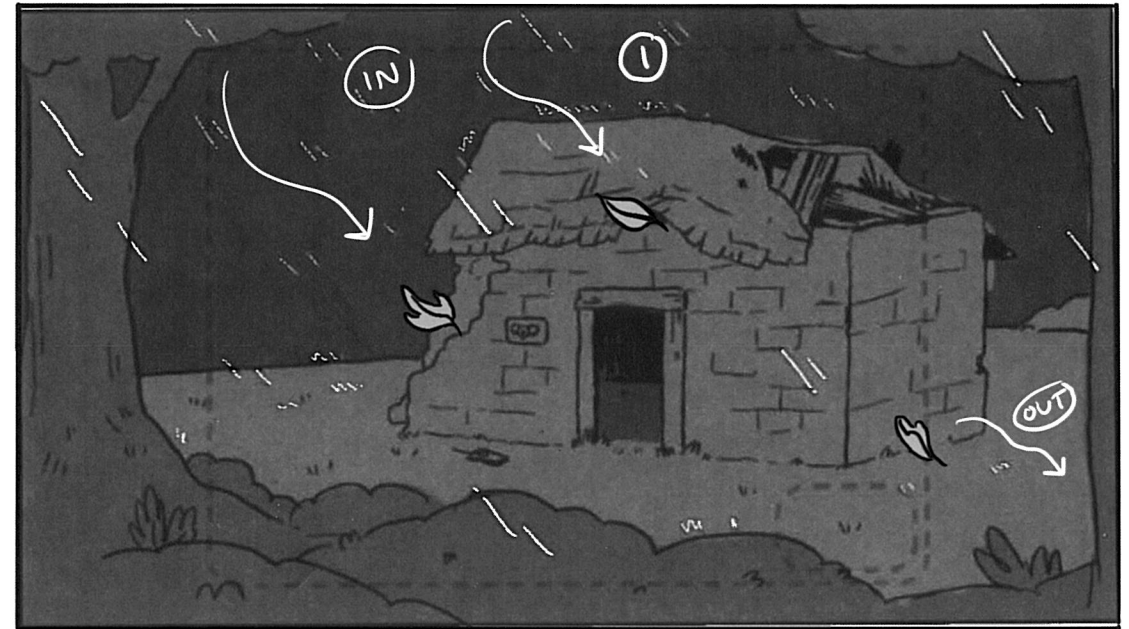


Sc. 62

Pnl. A

Bg.

day night



Sc. 62 CONT

Pnl. B

Bg.

day night



Dialog:

SFX / WIND, RAIN

Action:

- LEAVES BLOW BY -
SEE NEXT PG. FOR POSES

Timing:

- SKY IS LIT UP BY LIGHTNING,
- LIGHTNING! RAIN & WIND CONT
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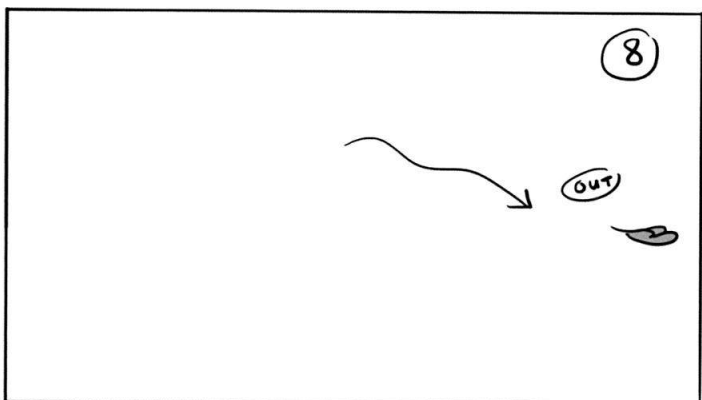
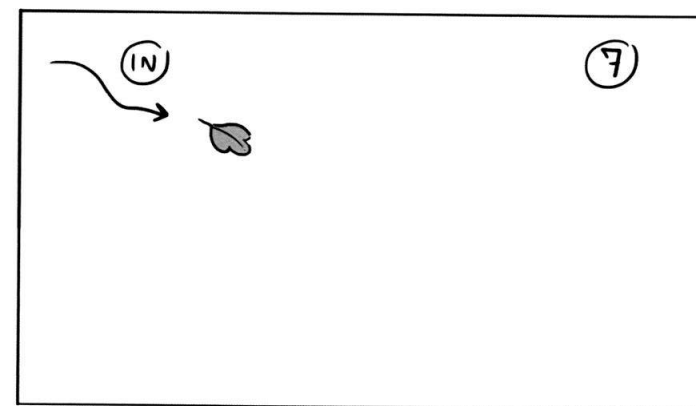
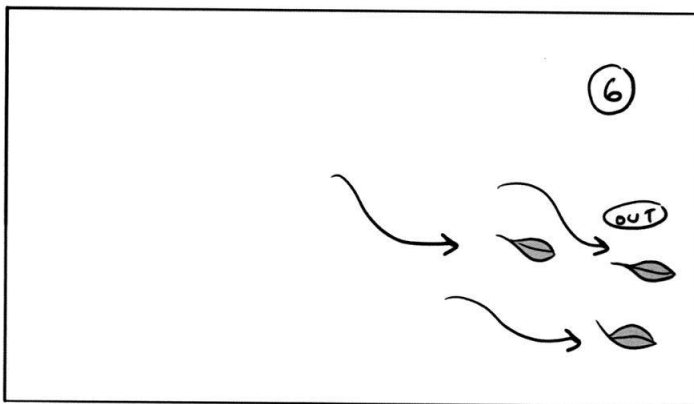
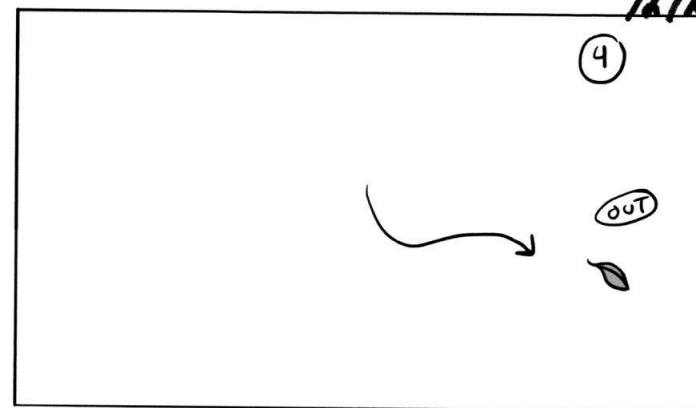
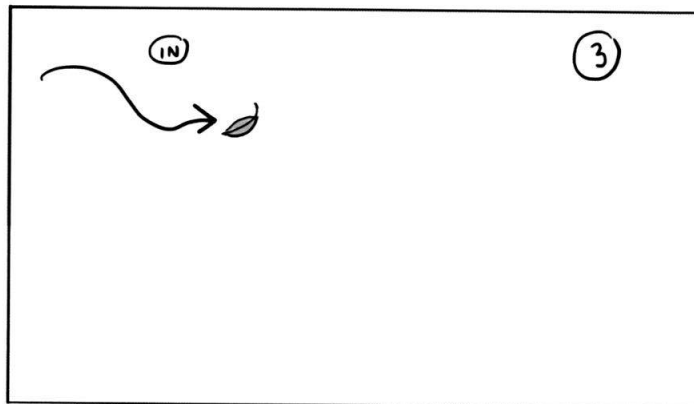
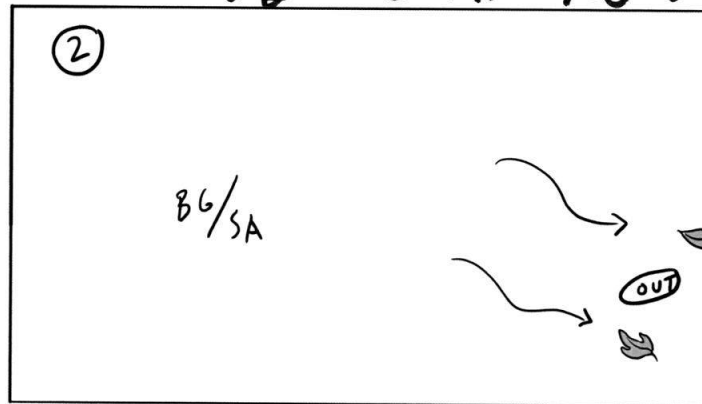
ADVENTURE TIME

Sc 62 LEAF POSES



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cut



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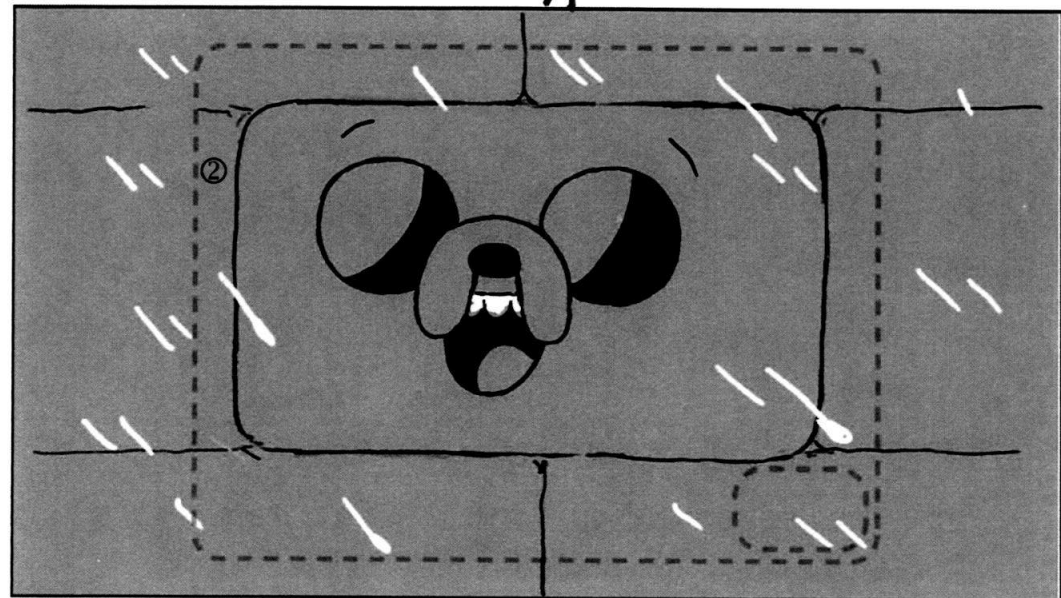
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Sc. 63

Pnl. A

Bg.

day night

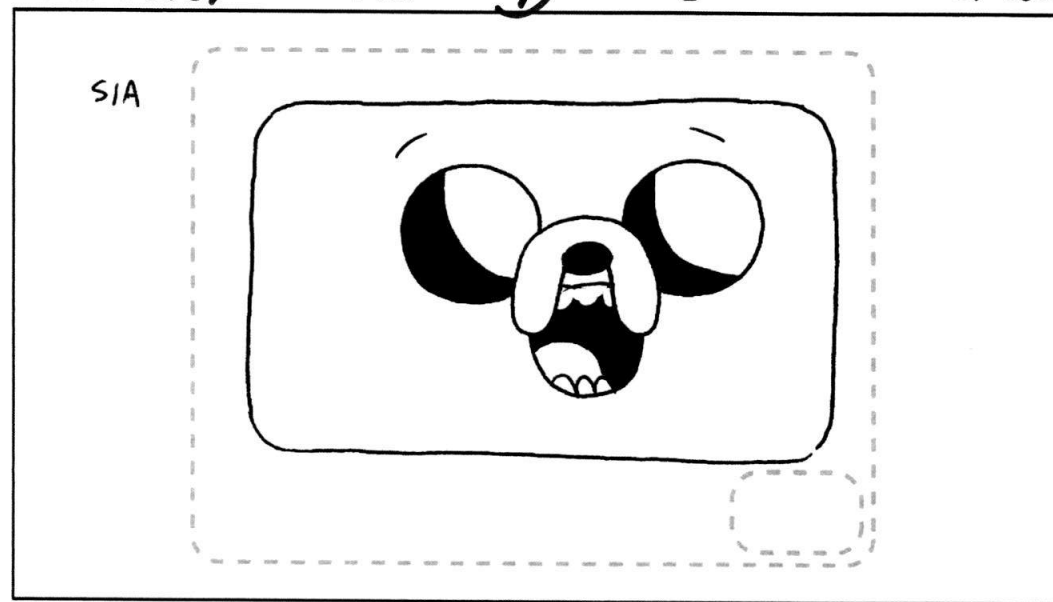


Sc. 63 CONT

Pnl. B

Bg.

day night



Dialog:

J/ OH MY GLOB IT'S A CRAZY STORM!!

(NO lightning fx)

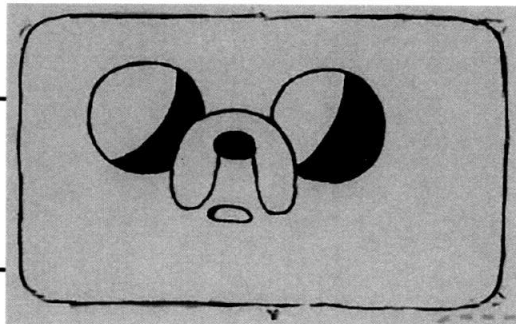
J/ THIS MIGHT BE IT!

Action:

- J. LOOKS AROUND EXCITEDLY.

Timing:

①
(A)



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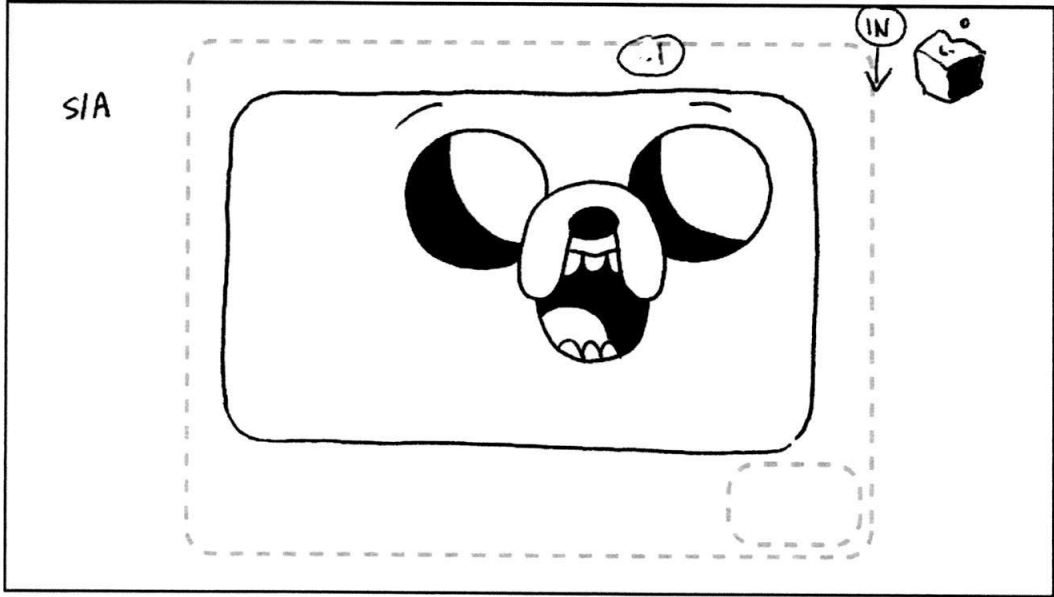


Sc. 63 *CONT*

Pnl. *C*

Bg.

day night

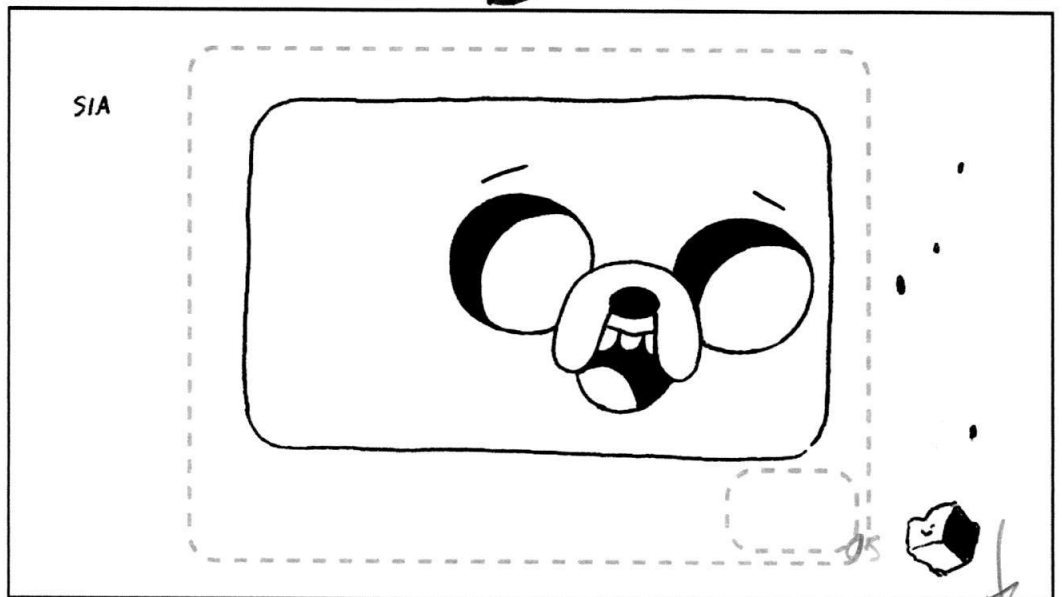


Sc. 63 *CONT*

Pnl. *D*

Bg.

day night



Dialog:	
<u>J/</u> THIS WEATHER MIGHT KNOCK --	J/ (CONT'D) THE WHOLE THING DOWN!
Action:	
	J WATCHES PIECE OF SHACK CRUMBLE & FALL -- RAIN & WIND CONT'D.
Timing:	

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Sc. 63 *CONT*

Pnl. *E*

Bg.

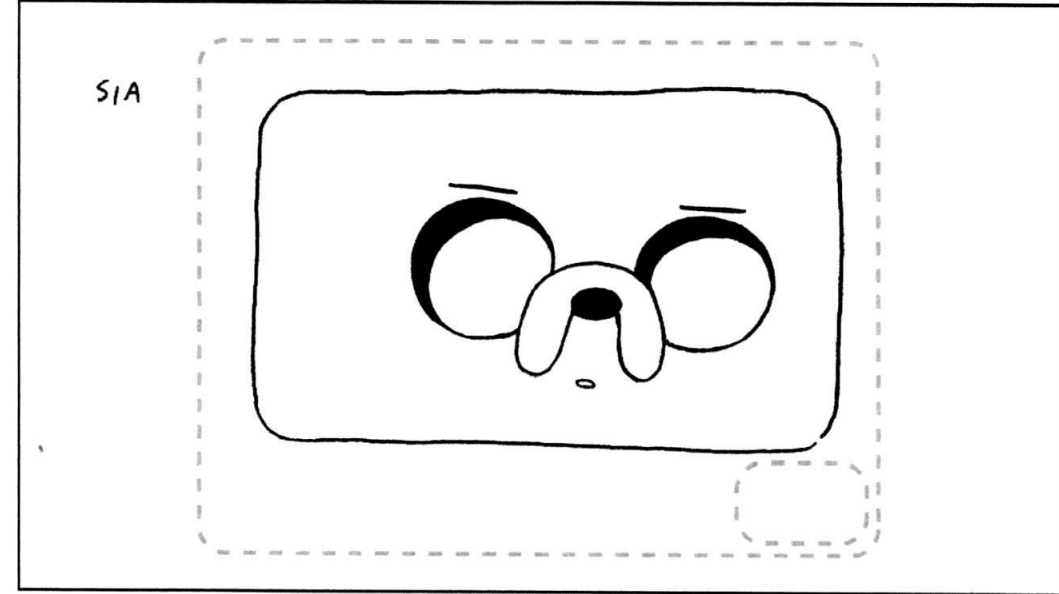
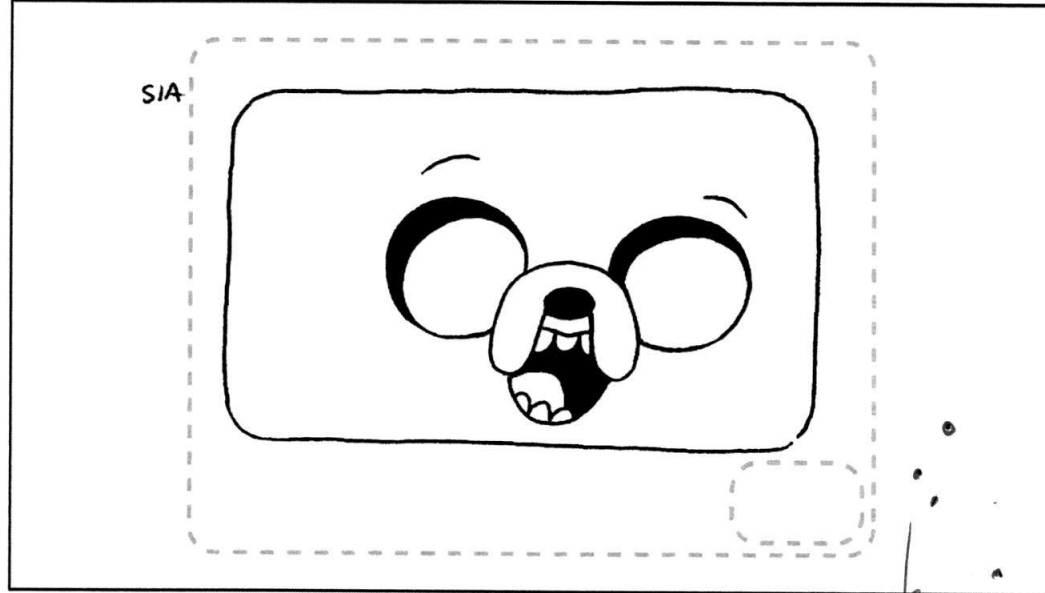
day night

Sc. 63 *CONT*

Pnl. *F*

Bg.

day night



Dialog:

J / HA HA HA HA!

*Debre
OS*

BUNNY / (O/S) (CHITTER CHITTER)

Action:

Timing:

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ADVENTURE TIME



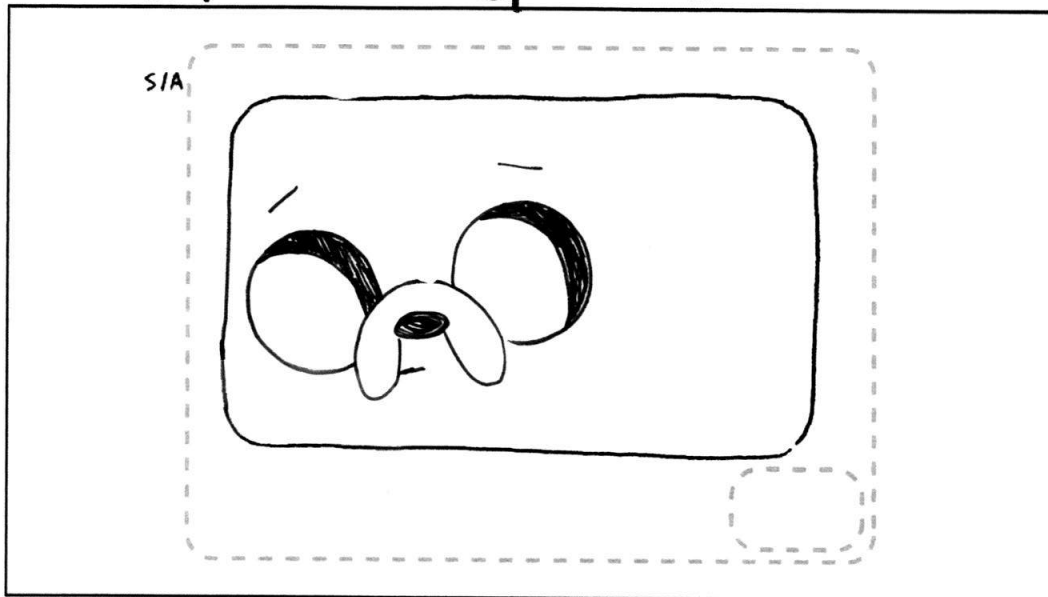
Page 130

Sc. 63 *CONT*

Pnl. *G*

Bg.

day night



Sc. 64

Pnl. A

Bg.

day night



Dialog:

Action:

- J. LOOKS TOWARDS BUNNY.

- MR BUNNY LOOKS AROUND WORRIED

Timing:

MAR 20 2014



EPISODE # 1025-177

Production :

1025/177

1025/177

1025/177

ADVENTURE TIME



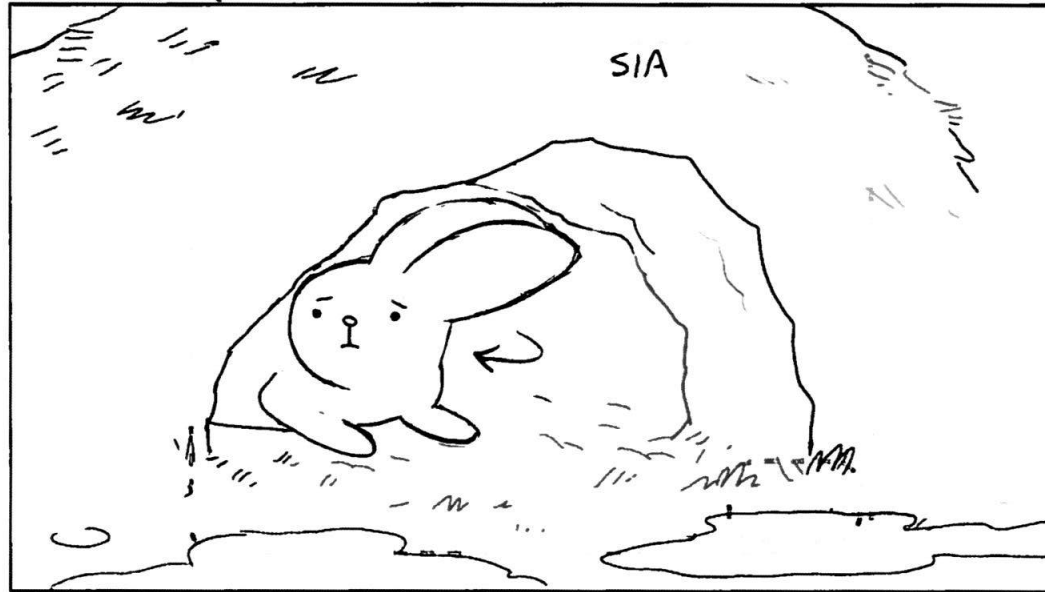
Page 131

Sc. 64 *CONT*

Pnl. B

Bg.

day night

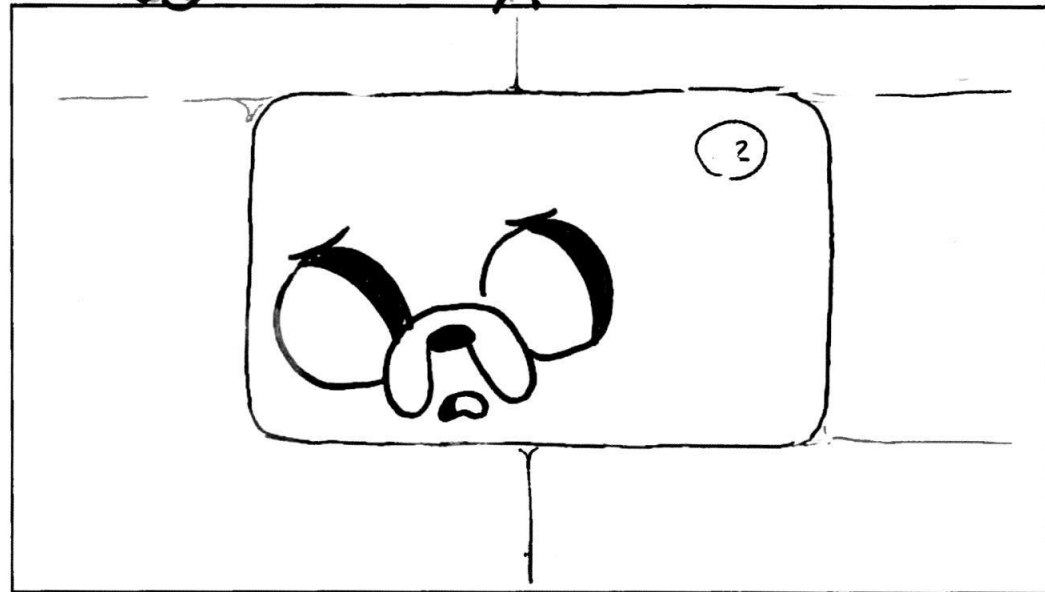


Sc. *65*

Pnl. *A*

Bg.

day night



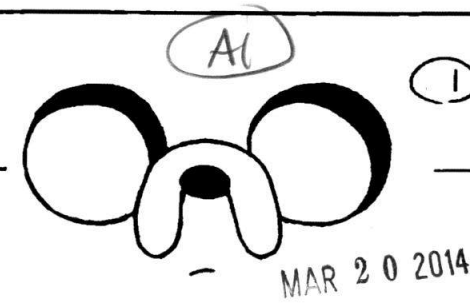
Dialog:

Action:

- B. TURNS

- WIND & RAIN CONT'D

Timing:



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Production :

1025/177

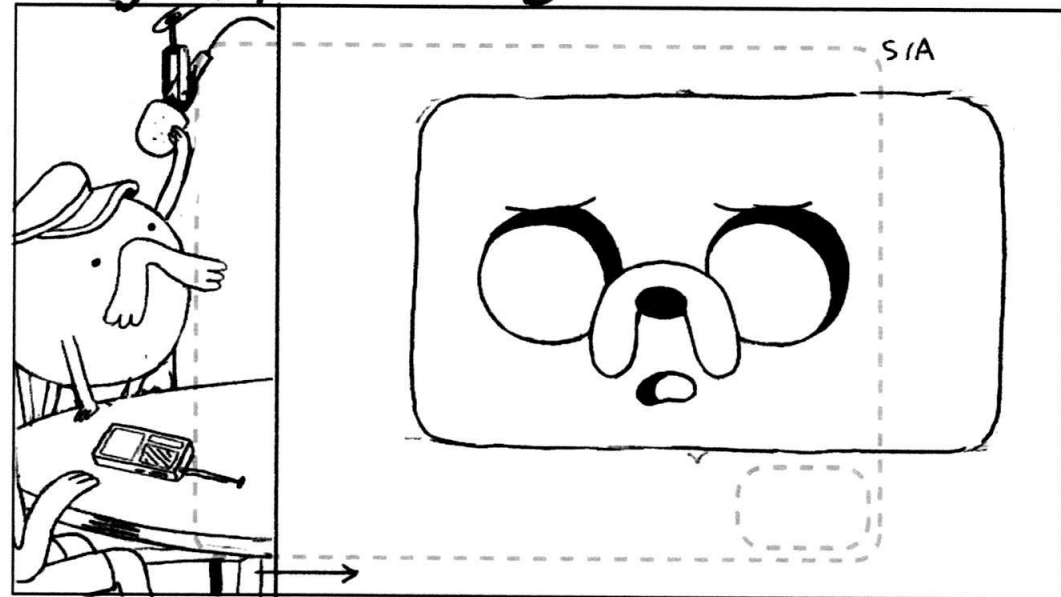
1025/177

ADVENTURE TIME

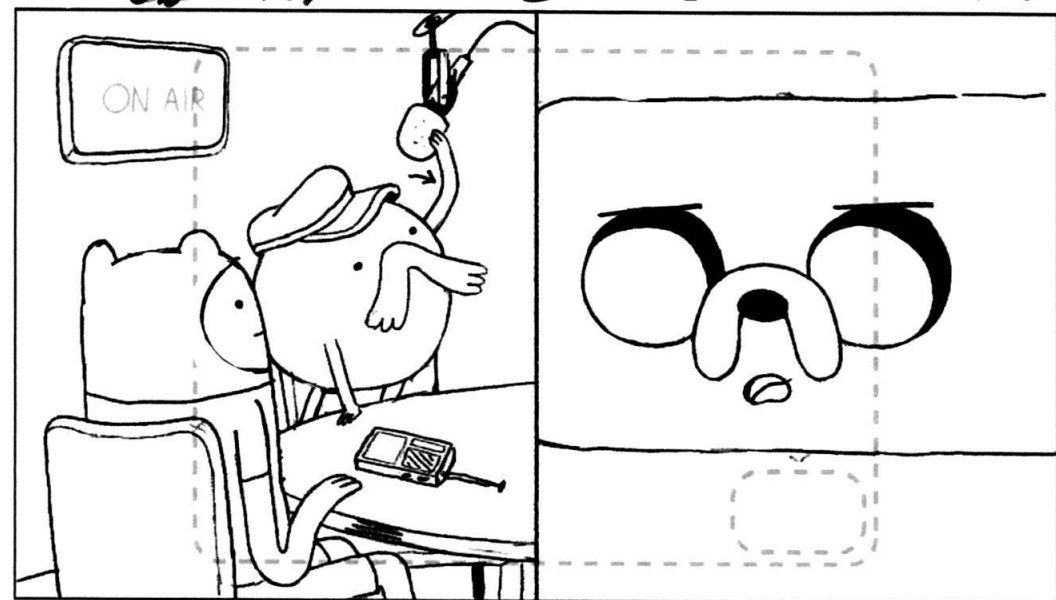


Page 132

Sc. 65 CONT Pnl. B Bg. day night



Sc. 65 CONT Pnl. C Bg. day night



<p>Dialog:</p> <p>Pan IN split screen</p> <p>SFX/ RAIN, WIND, LIGHTNING</p> <p>J/ IF A DEFINITION OF BRAVERY EXISTS...</p>	
<p>Action:</p> <p>- SPLIT SCREEN PUSHES ON / S SLOWLY.</p> <p>MAR 20 2014</p>	
<p>Timing:</p>	

EPISODE # 1025-177

Production :

1025/177

1025/177

1025/177

1025/177

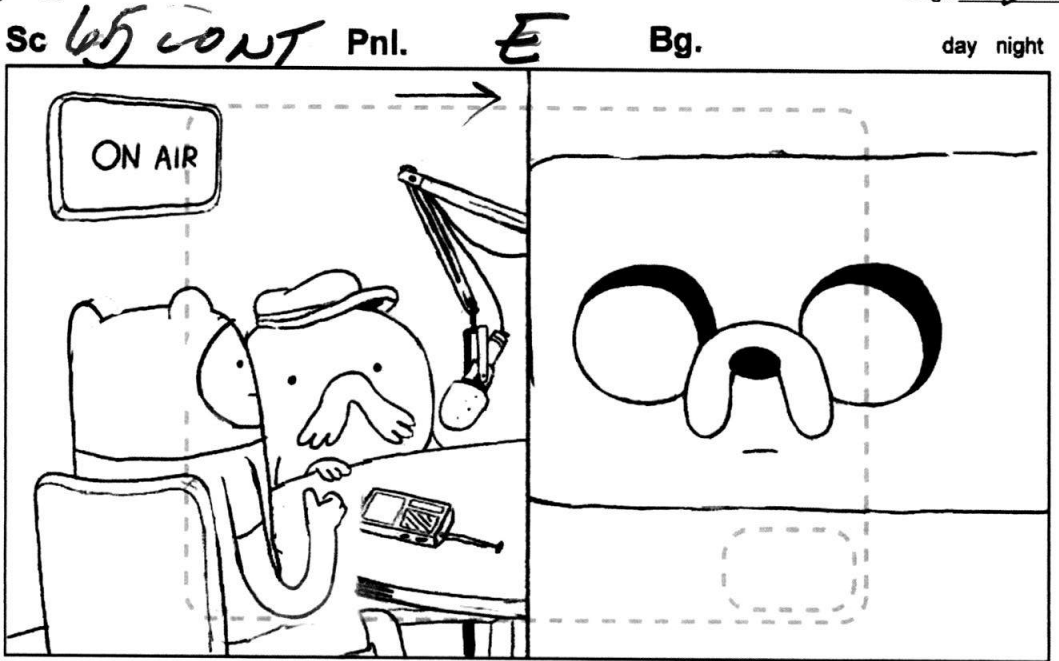
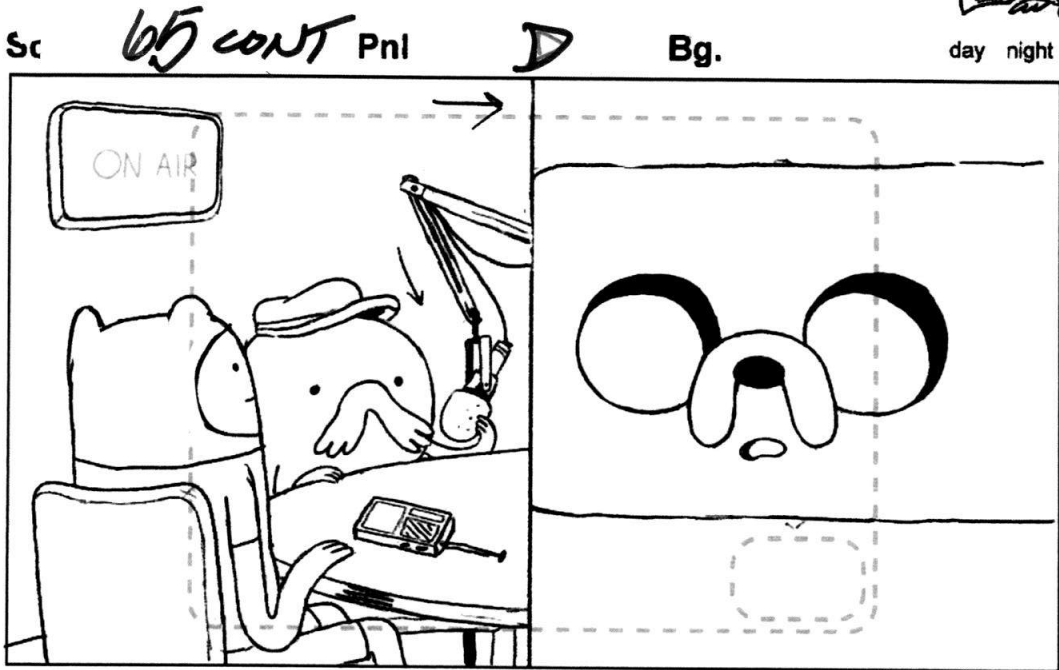
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ADVENTURE TIME



NO SC
66

Page 133



Cut

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1025/177

Dialog:
J/ THIS MUST BE IT.
Action:
STARCHY POSITIONS MIC OVER WALKIE TALKIE F GIVES S A THUMBS UP, 'ON AIR' SIGN ILLUMINATES
Timing:

MAR 20 2014

Production :

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1025/177

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Cut

ADVENTURE TIME

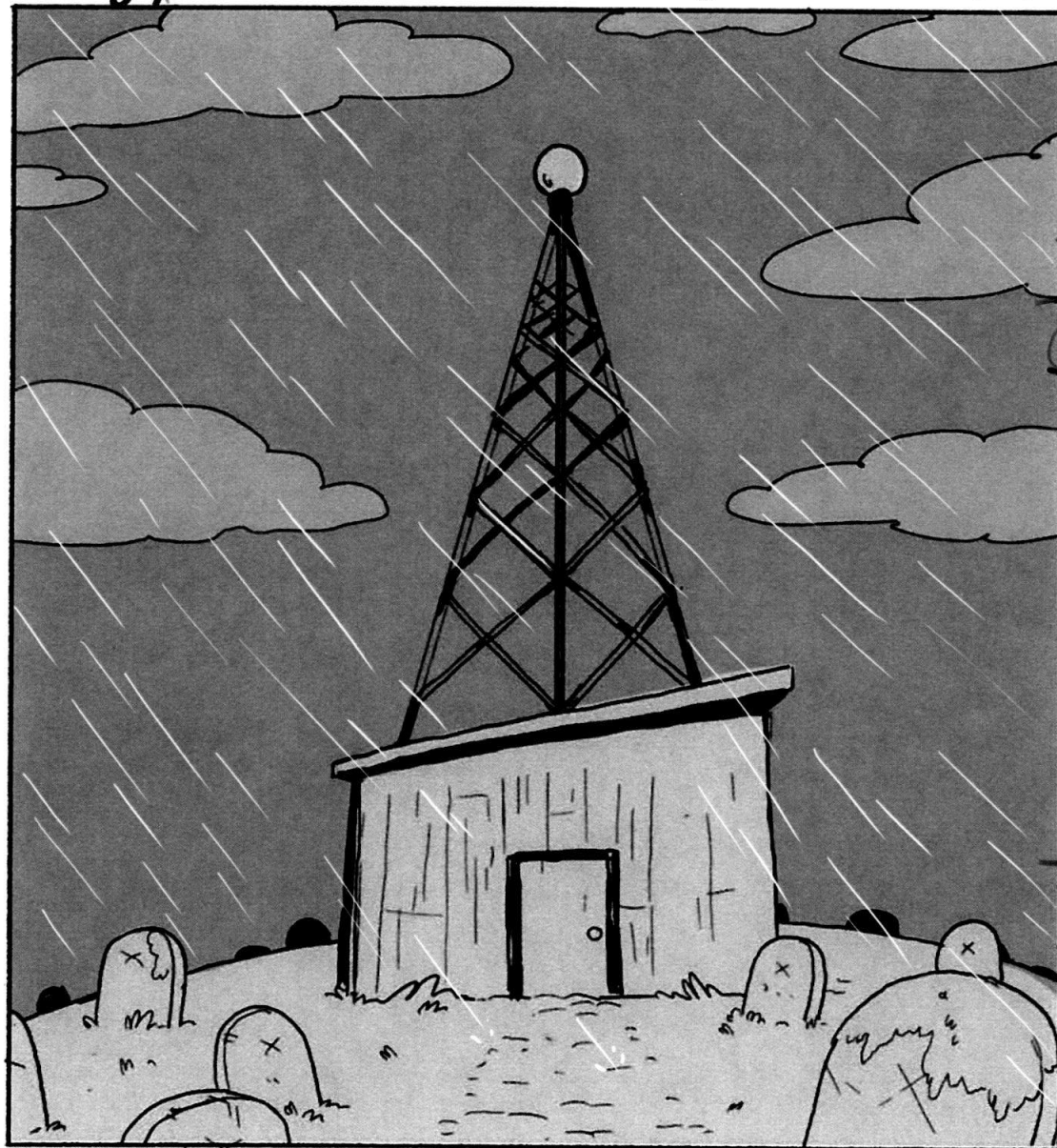


Sc. 67

Pnl.

Bg.

day night



Page 134

Cut

Sc

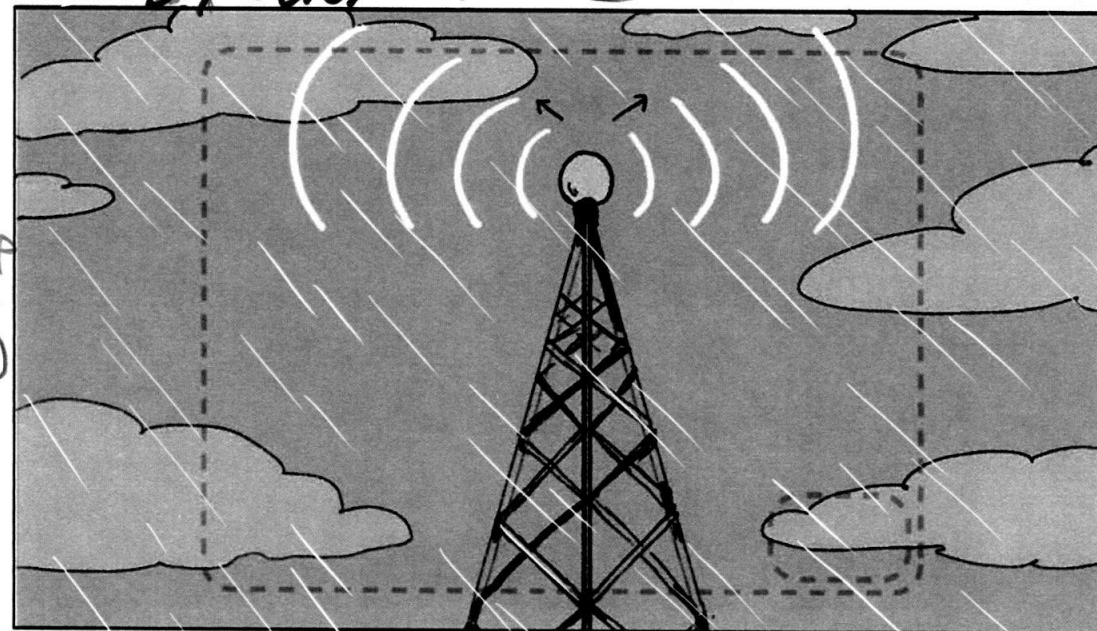
67 cont

Pnl.

C

Bg.

day night



Dialog:

1/ (O/S) A LONE BUNNY, FACING OFF AGAINST THE ELEMENTS...

A

- EXT. GRAVEYARD

start

- PAN UP RADIO TOWER, WAVES RADIATE OUT

MAR 20 2014

Timing:

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1025/177

Production :

1025/177

Cut

ADVENTURE TIME



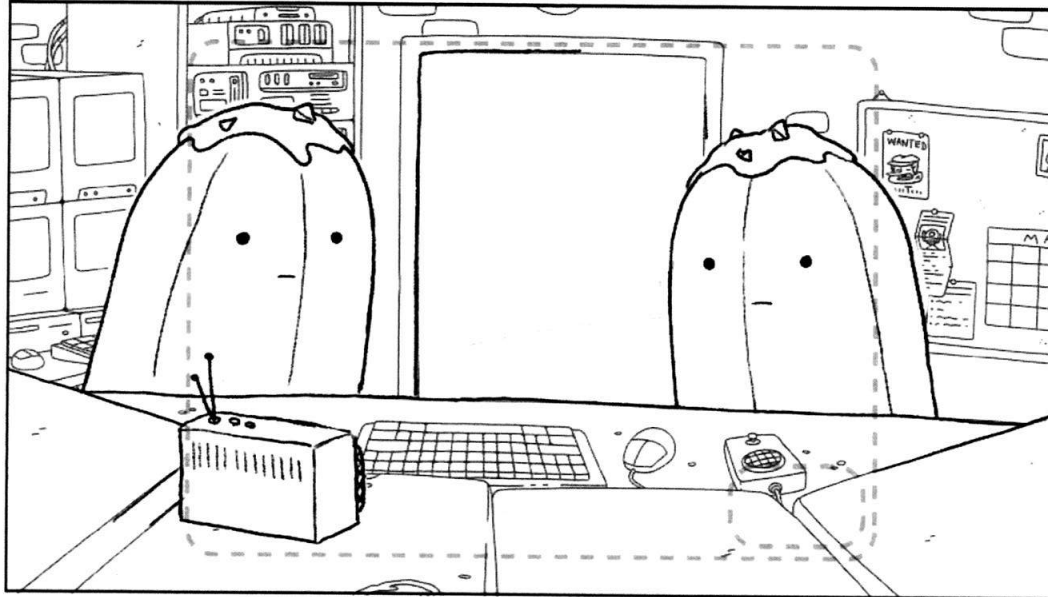
Page 135

Sc. 68

Pnl. A

Bg.

day night

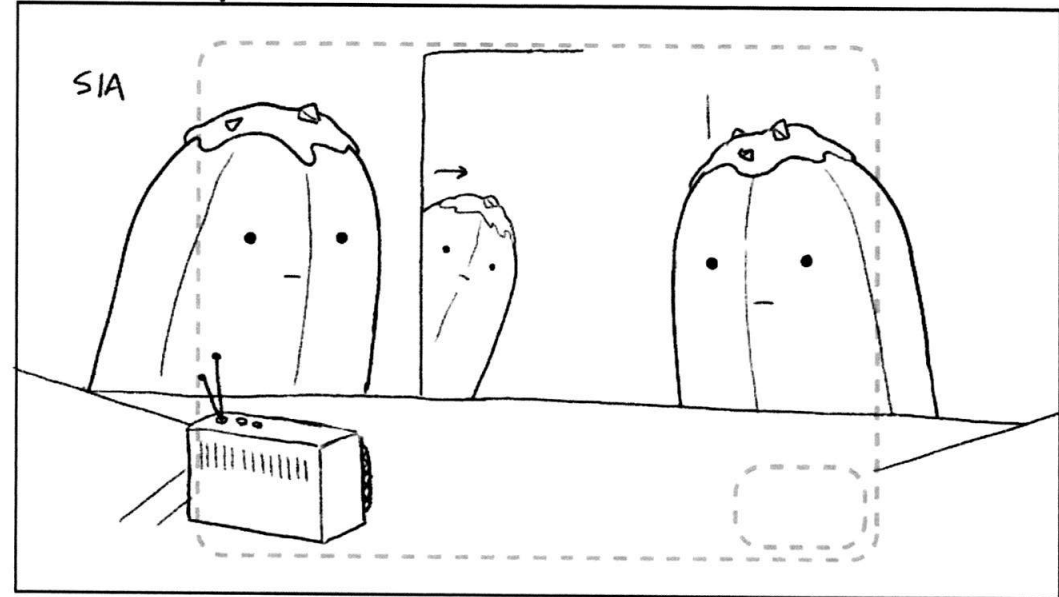


Sc. 68 CONT

Pnl. B

Bg.

day night



Dialog:

J/ (O/S) INEFFECTUALLY PUSHING AROUND
SOME TWIGS WITH HIS PINK BUNNY NOSE

Action:

- 2 B. GUARDS LISTEN TO PORTABLE RADIO.

- B GUARD PEEKS INTO ROOM

Timing:

MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

1025/177

ADVENTURE TIME



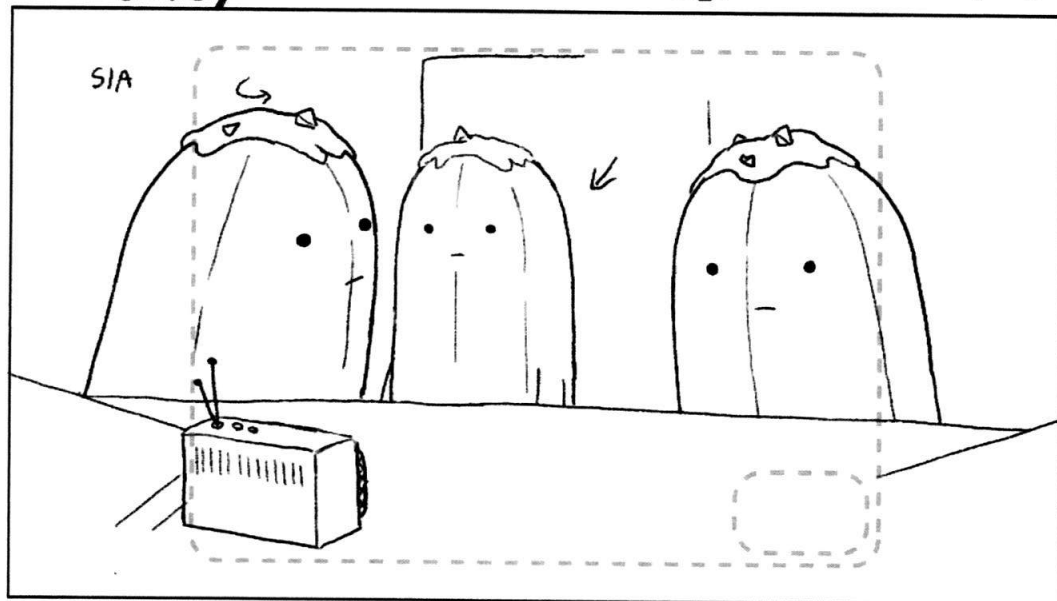
Page 136

Sc. 68 *CONT*

Pnl. C

Bg.

day night

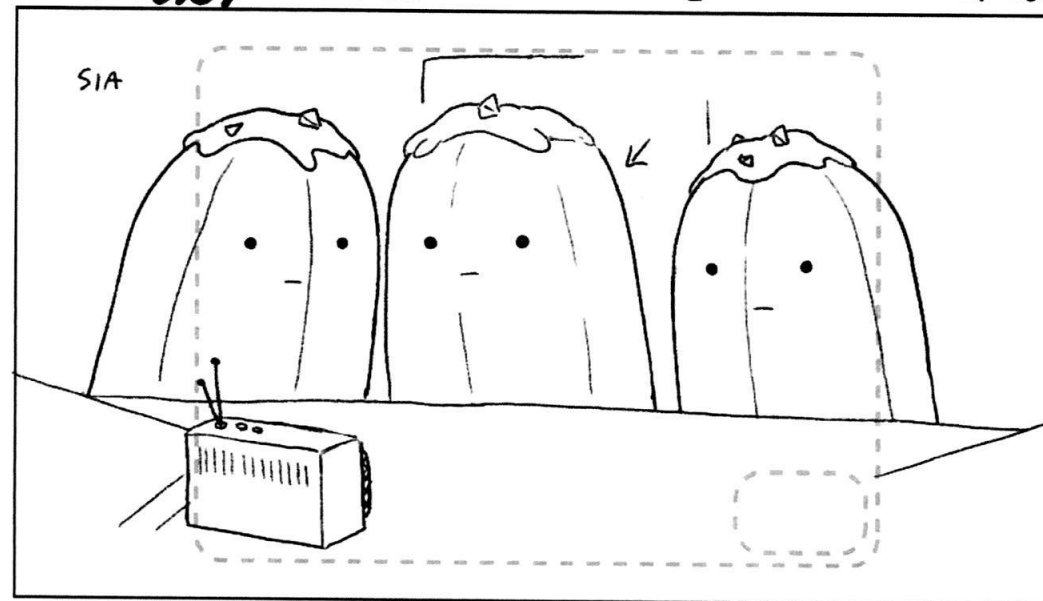


Sc. 68 *CONT*

Pnl. D

Bg.

day night



Cut

EPISODE # 1025-177

1025/177

Dialog:

Action:

B. GUARD WALKS INTO FOREGROUND

Timing:

MAR 20 2014

Production :

1025/177

ADVENTURE TIME



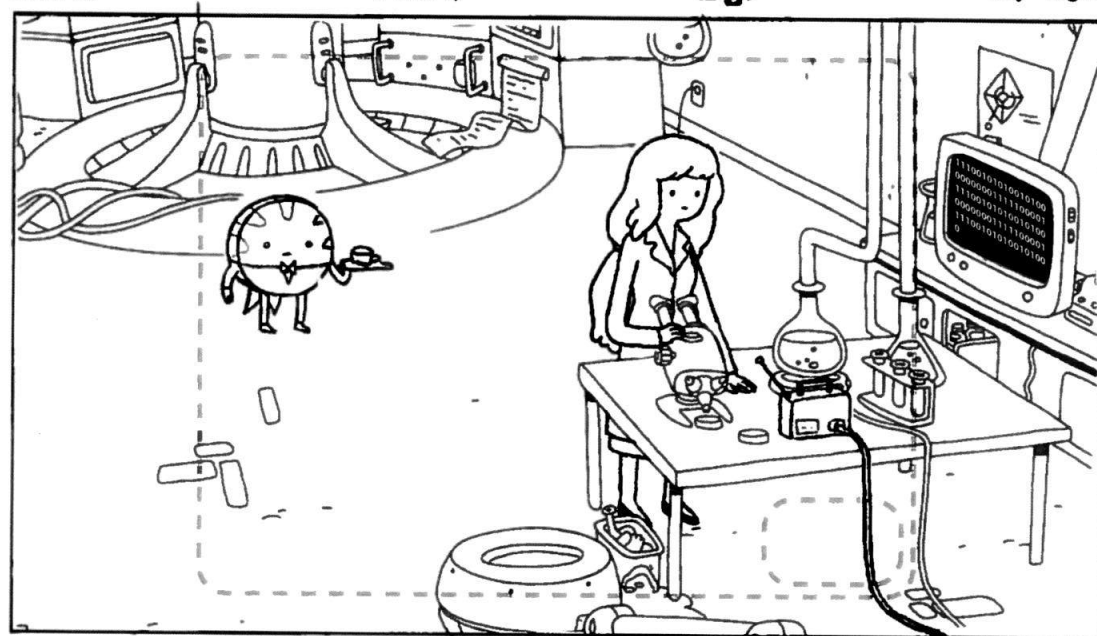
Page 137

Sc. 69

Pnl. A

Bg.

day night

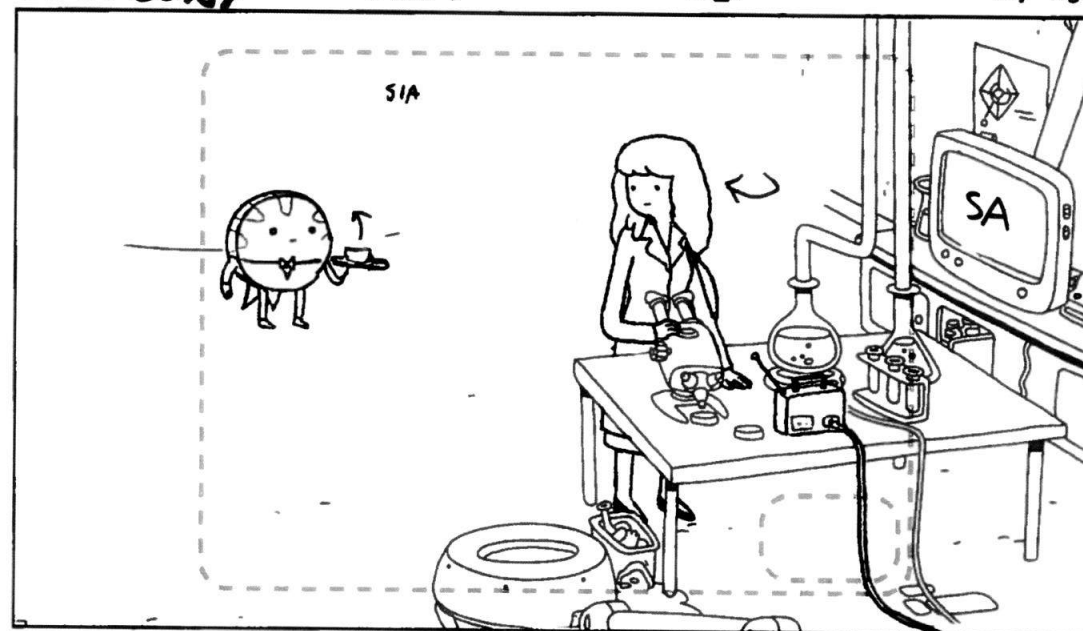


Sc. 69 CONT

Pnl. B

Bg.

day night



Dialog:

(O/S)

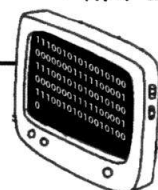
J/ A SYMBOLIC GESTURE, PERHAPS, BUT SOMETIMES THAT'S ALL WE HAVE ...

Action:

- PGP-BUT & PB STARE AT RADIO.
- INT. LAB.

PB + PGP BUT LOOK AT EACH OTHER.

Timing:



ON
MONITOR

①

1110010101001000
00000001111100001
1110010101001000
00000001111100001
1110010101001000
0

②

1110010101001000
00000001111100001
1110010101001000
00000001111100001
1110010101001000
000000011

③

1110010101001000
00000001111100001
1110010101001000
00000001111100001
1110010101001000
00000001111100001

④

00000001111100001
1110010101001000
00000001111100001
1110010101001000
00000001111100001
00000001111100001

⑤

00000001111100001
1110010101001000
00000001111100001
1110010101001000
00000001111100001
111001010

⑥

00000001111100001
1110010101001000
00000001111100001
1110010101001000
00000001111100001
1110010101001000

⑦

1110010101001000
00000001111100001
1110010101001000
00000001111100001
1110010101001000
1110010101001000

CYCLE ①, ②, ③, ④, ⑤, ⑥, ⑦, REPEAT

MAR 20 2014

Production :

EPISODE # 1025-177

1025/177

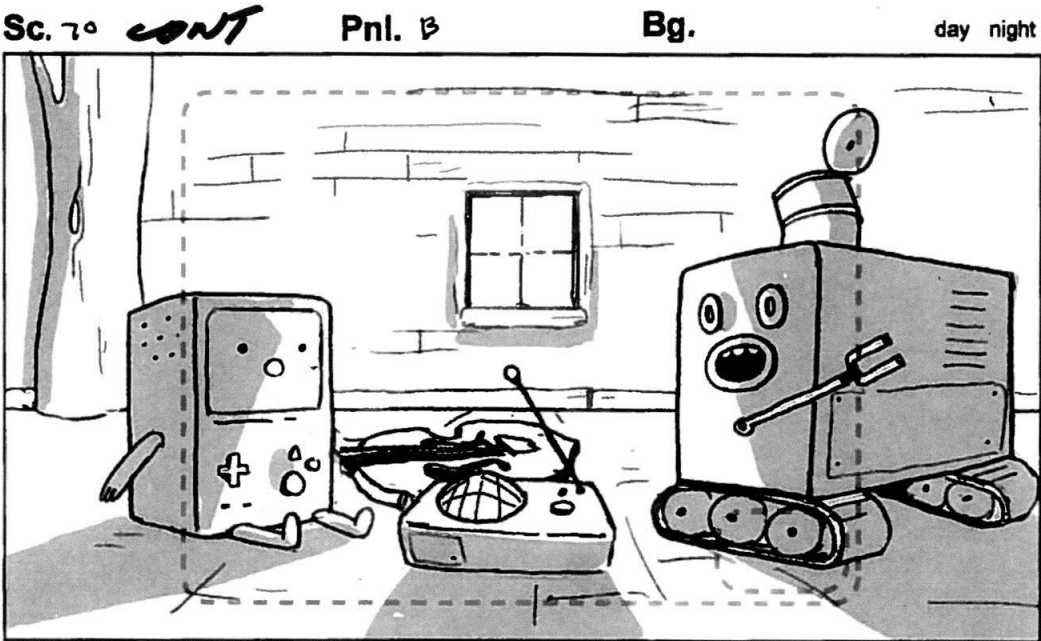
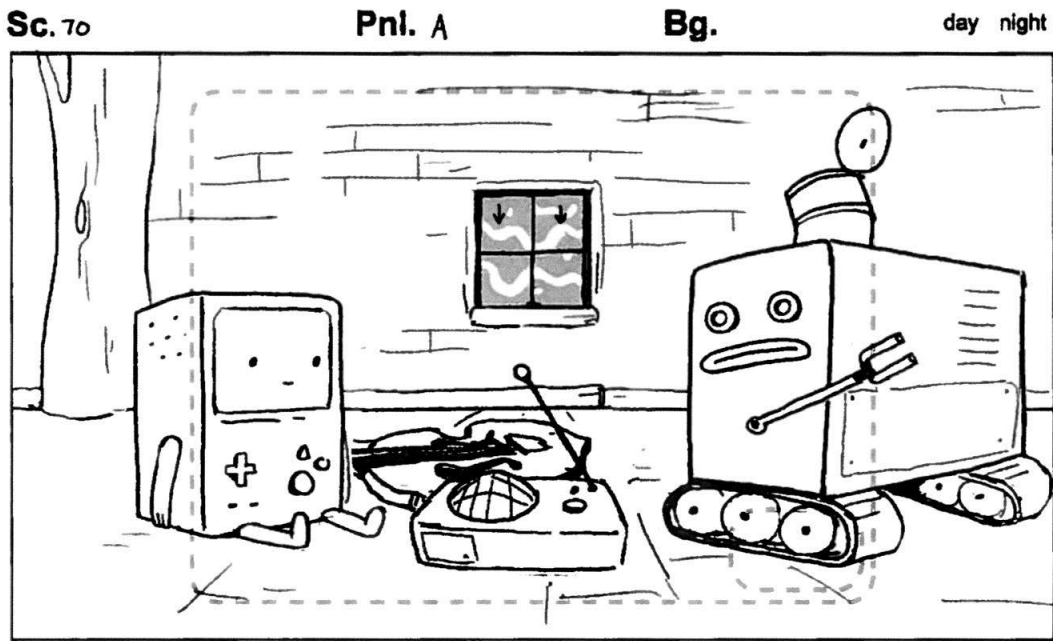
1025/177

1025/177

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Cut

ADVENTURE TIME



Dialog:

J / (O/S) THE WIND IS BEGINNING TO PICK UP AND IT'S BECOMING CLEAR THAT
MOTHER NATURE HAS NOT JUST KNOCKED ON THE DOOR...

Action:

- INT. TREEHOUSE.

- LIGHTNING FLASHES

Timing:

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EPISODE # 1025-177

Production :

1025/177

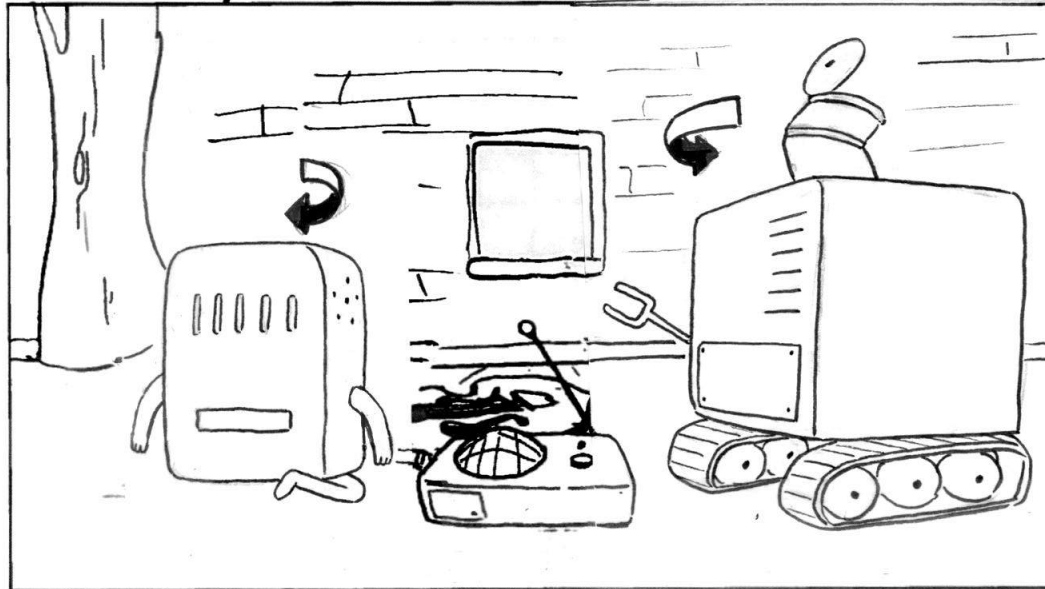
1025/177

ADVENTURE TIME

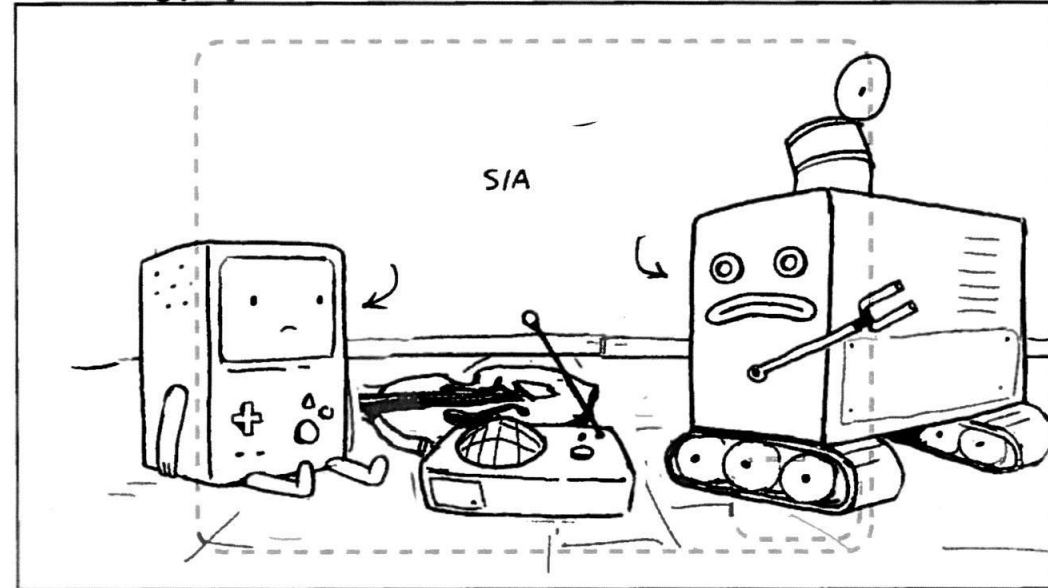


Page 139

Sc. 70 *CONT* Pnl. c Bg. day night



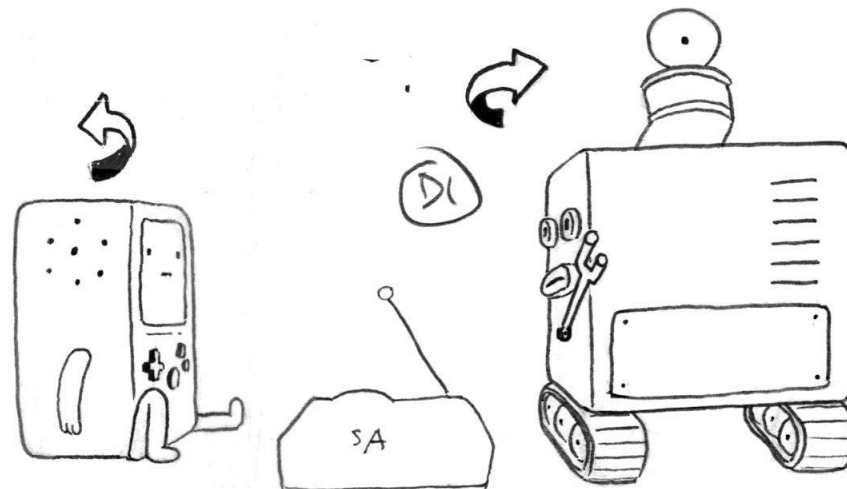
Sc. 70 *CONT* Pnl. D Bg. day night



Dialog:

Action:
- BMO & NEPTR look out the window

Timing:



1/ (OIS) SHE HAS COME IN, SAT DOWN, AND POURED HERSELF A DRINK.

- BMO & NEPTR SLOWLY LOOK BACK AT THE RADIO.

MAR 20 2014

- PASS THROUGH POSE 1, SLOW EVEN TIMING.

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Cut

ADVENTURE TIME

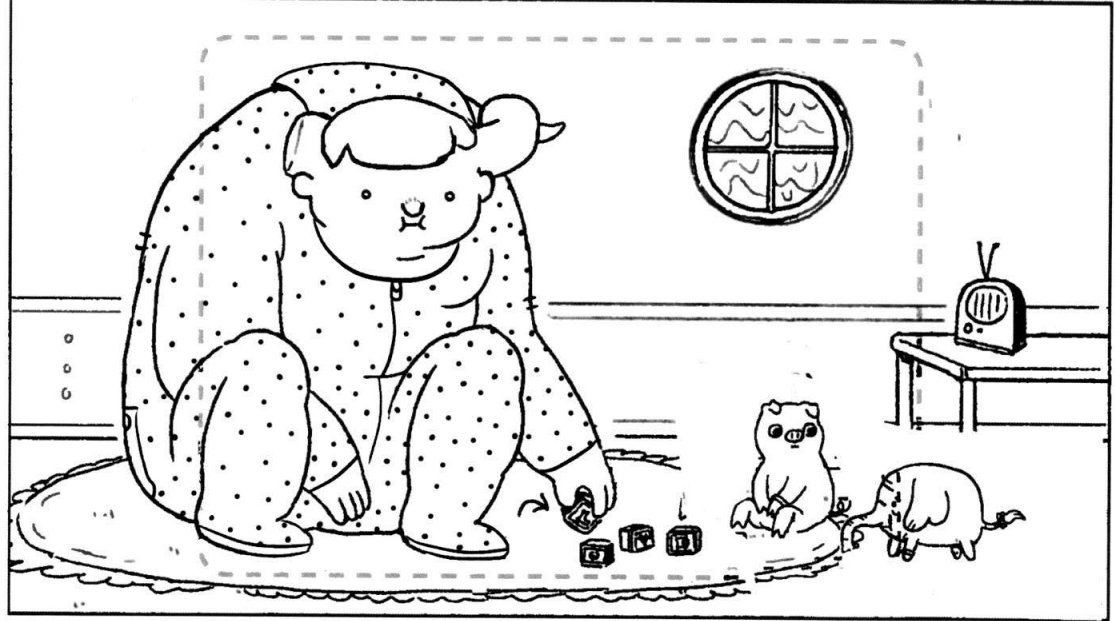


Sc. 71

Pnl. A

Bg.

day night



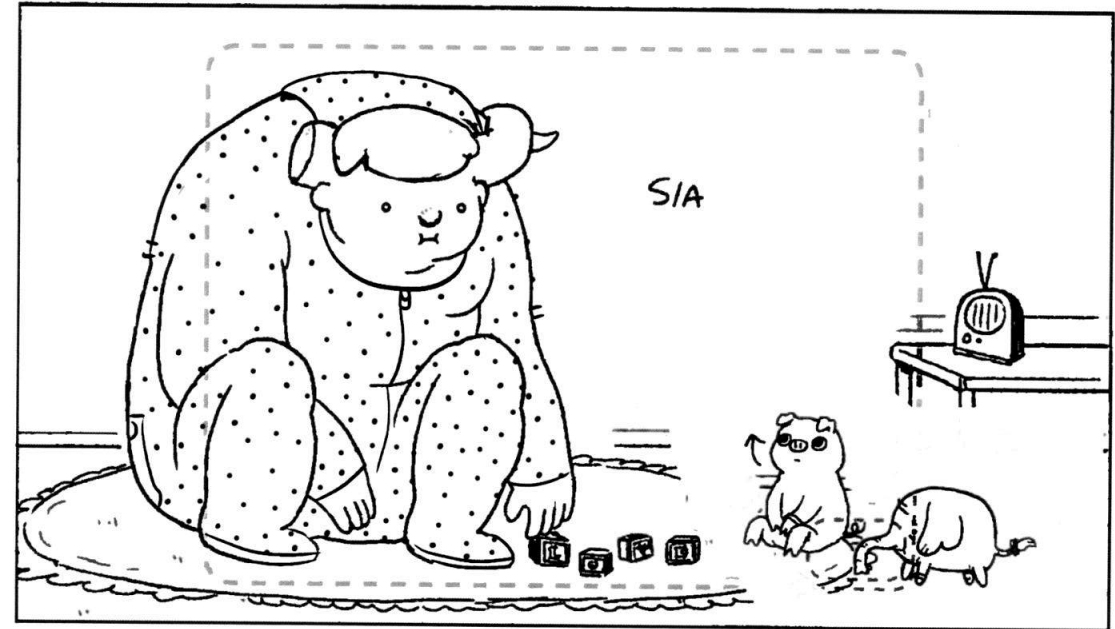
Sc. 71

CONT

Pnl. B

Bg.

day night



Cut

EPISODE # 1025-177

1025/177

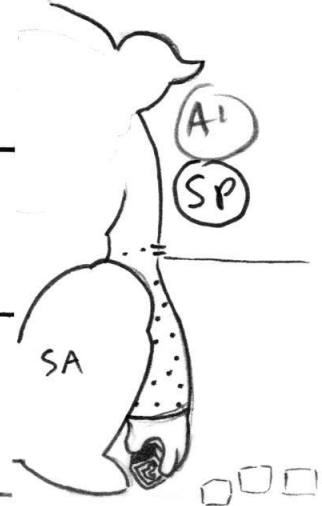
Dialog:

J/ (O/S) MR BUNNY HAS NO FRIENDS, NO FAMILY, --

Action:

· INT. TREE TRUNK'S HOUSE
- SWEET P. SPELLS OUT 'LOVE'
W/ BLOCKS.

Timing:



J/ (O/S) NO LOVED ONES OF ANY KIND . . .

- SWEET P AND MR PIG LOOK AT EACHOTHER

MAR 20 2014

Production :

1025/177

Cut

ADVENTURE TIME



Cut

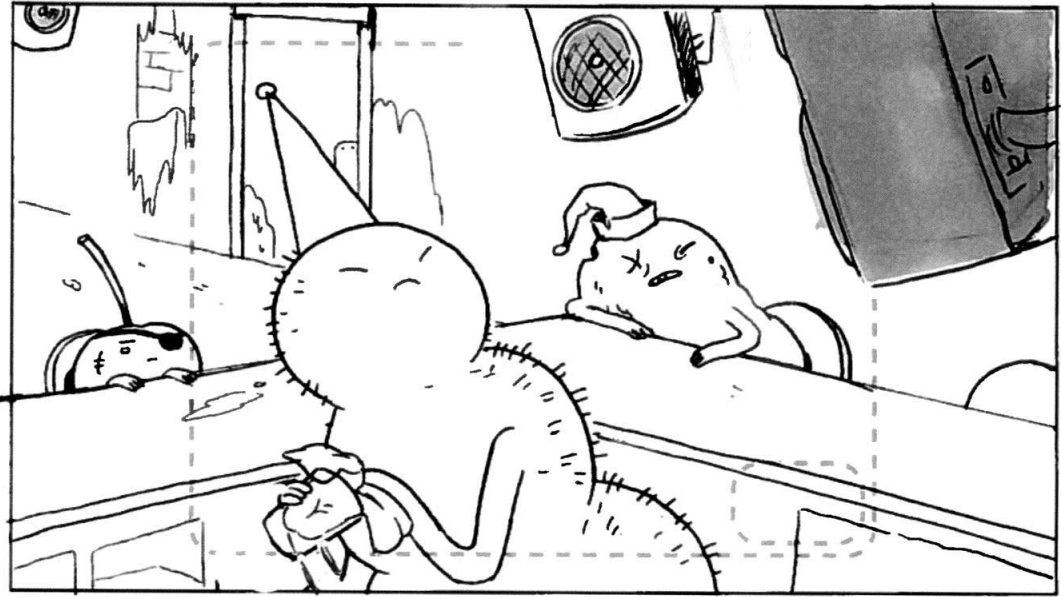
Cut

Sc. 72

Pnl. A

Bg.

day night

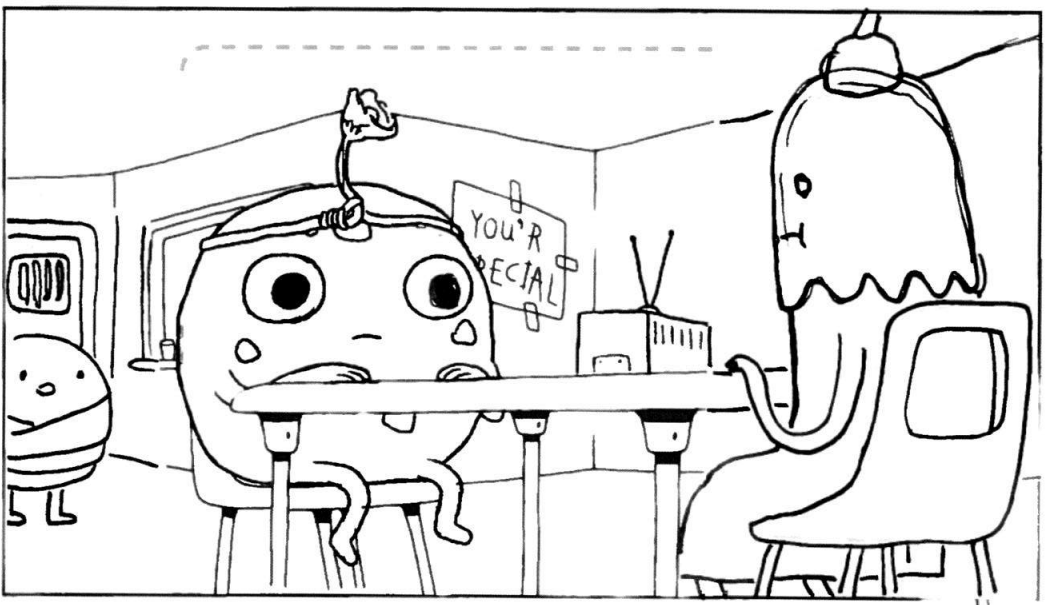


Sc. 73

Pnl. A

Bg.

day night



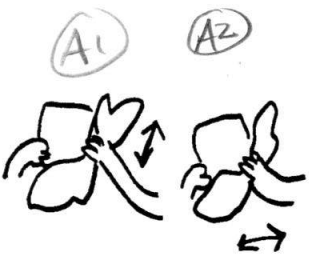
Dialog:

(0/5)
J/ (0/5) THE WIND IS REALLY PICKING UP NOW ...

(0/5)
J/ (0/5) SMALL PUDDLES GATHERING AROUND THE ENTRANCE TO MR BUNNY'S COZY HOME

Action:

- INT. CANDY TAVERN
- CHARLIE POLISHES GLASS.



- INT. CANDY INSTITUTION

Timing:

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Production :

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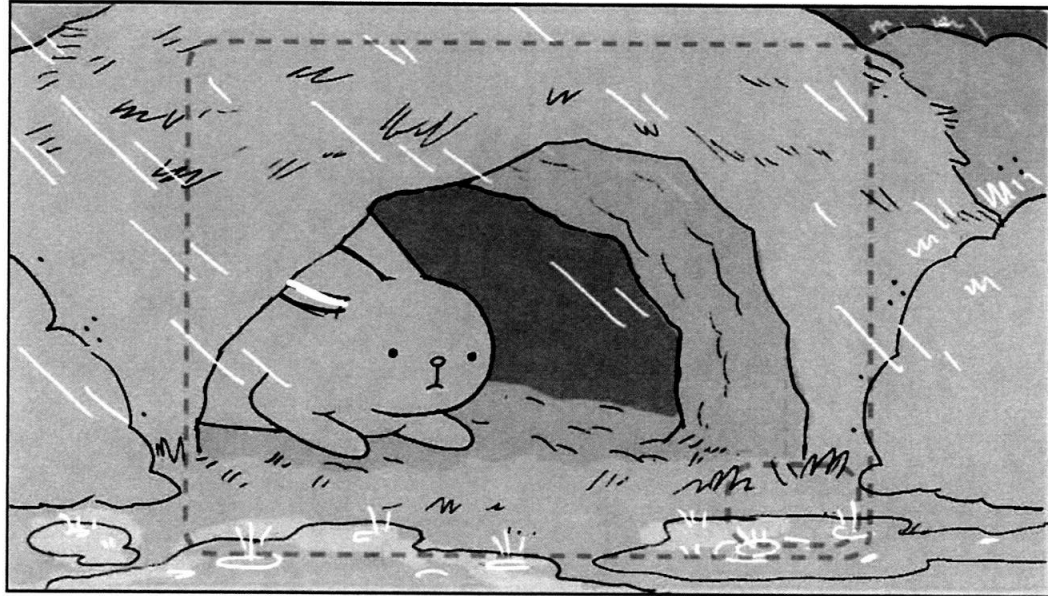
1025/177

Cut

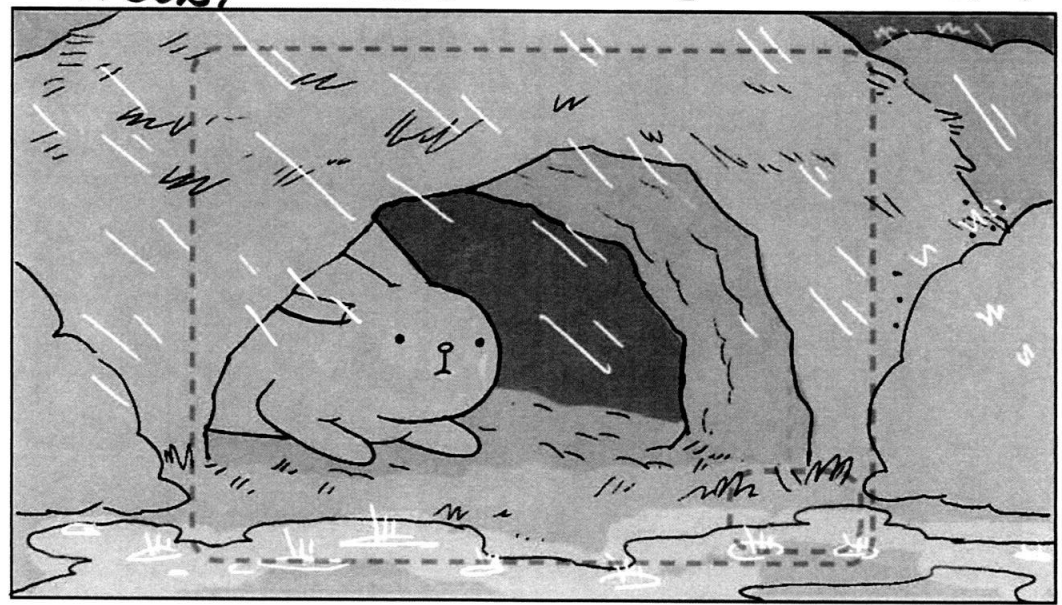
ADVENTURE TIME



Sc. 74 Pnl. A Bg. day night



Sc. 74 *CONT* Pnl. B Bg. day night



Dialog:	J/ (O/S) BEGINNING TO GROW IN SIZE AND CONNECT WITH ONE ANOTHER...
Action:	-PUDDLES GROW/ JOIN IN FOREGROUND. MAR 20 2014
Timing:	

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Production :

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1025/177

ADVENTURE TIME



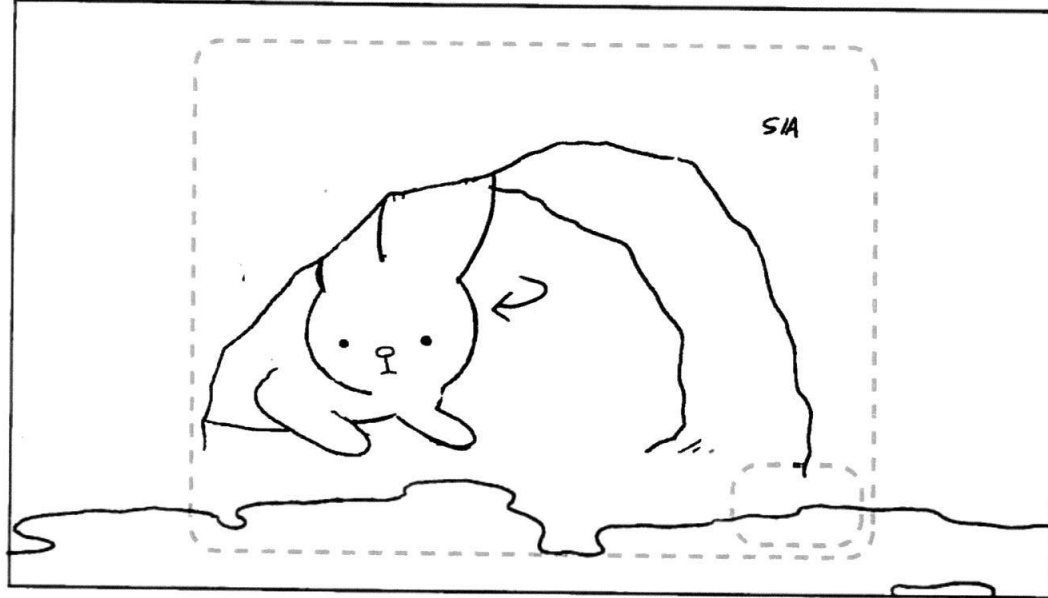
Page 43

Sc. 74 *CONT*

Pnl. C

Bg.

day night

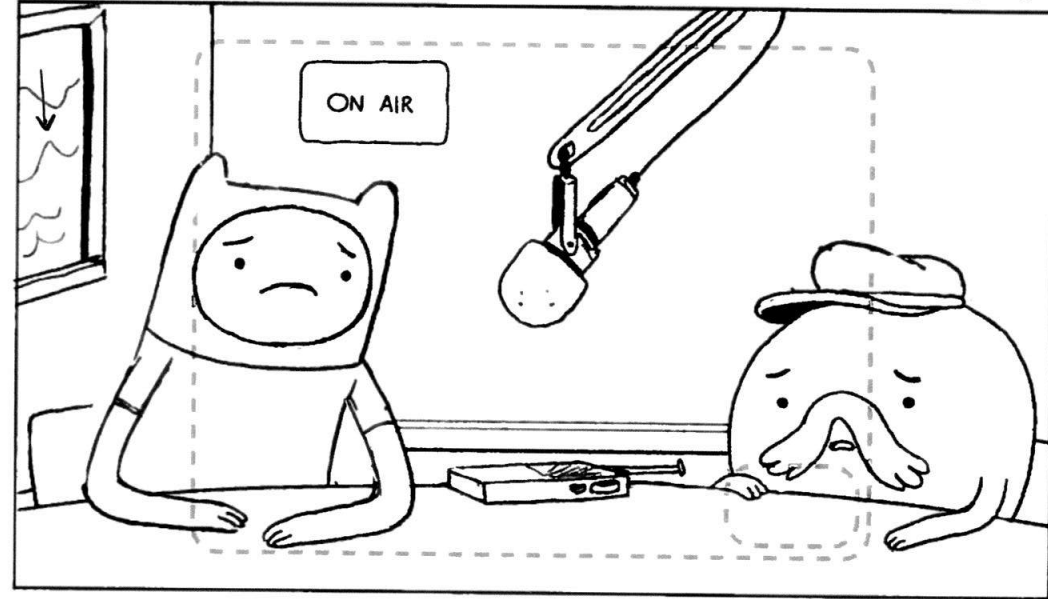


Sc. *75*

Pnl. A

Bg.

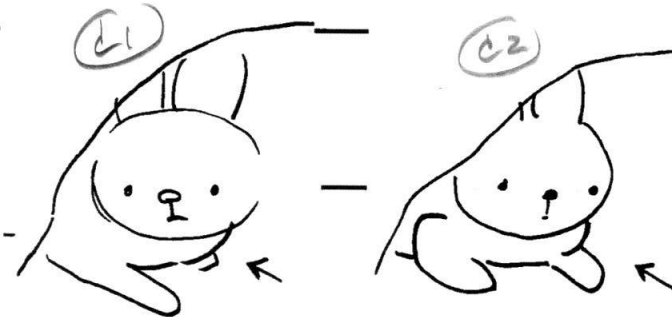
day night



Dialog:

↓ (C/S) IT WON'T BE LONG NOW ...

Action:



Timing:

backing up
is small,
little
movements

MAR 20 2014

EPISODE # 1025-177

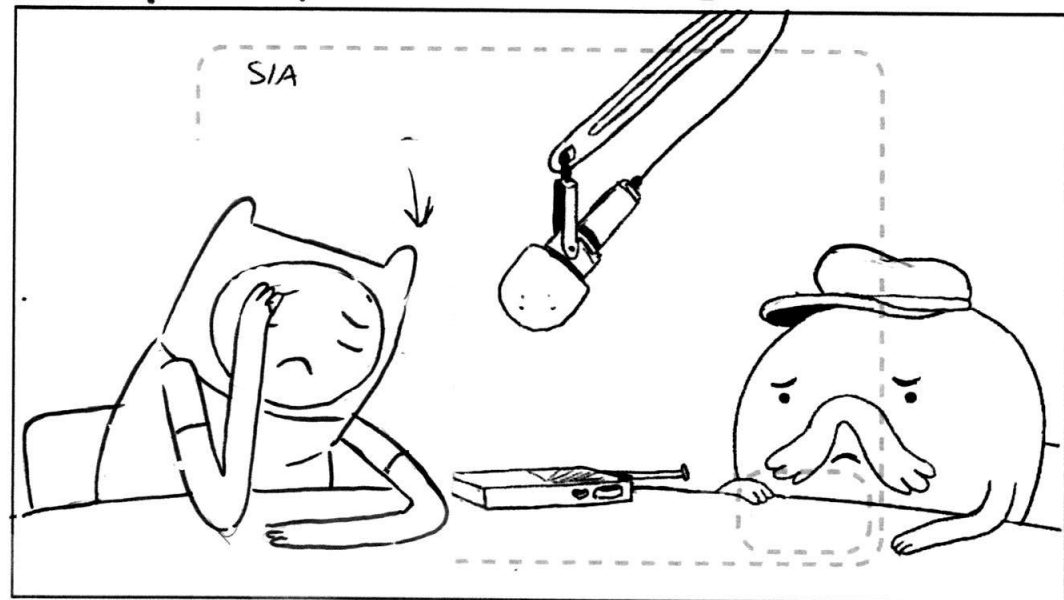
Production :

ADVENTURE TIME

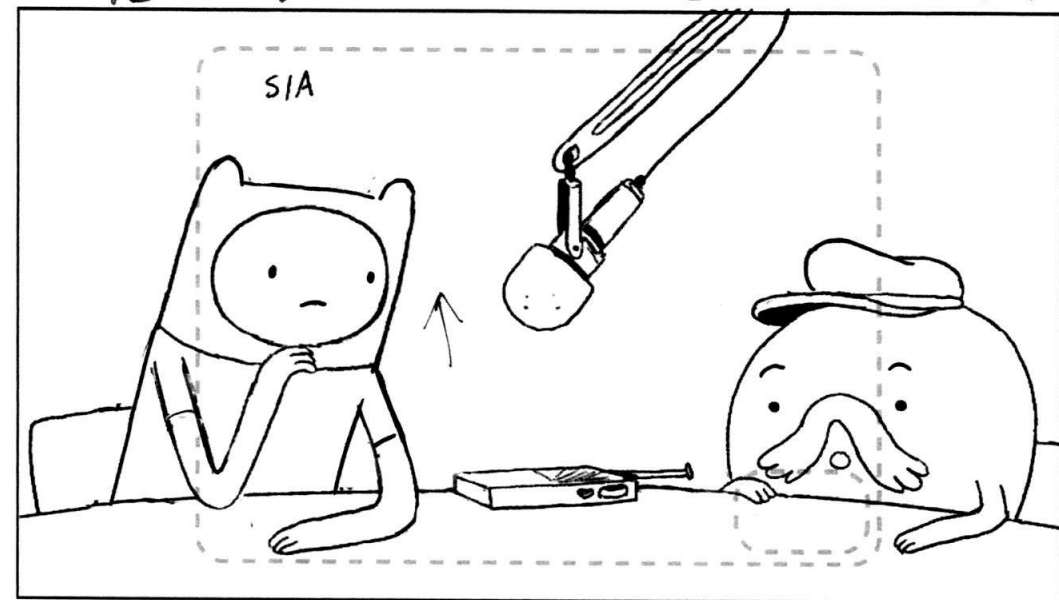


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Sc. 75 CONT Pnl. B Bg. day night



Sc. 75 CONT Pnl. C Bg. day night



Dialog:

↓: (c/s) BUT WHAT'S THIS?

Action:

- F SHAKES HEAD (A B A B)



MAR 20 2014

Timing:

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Production :

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Sc. 76

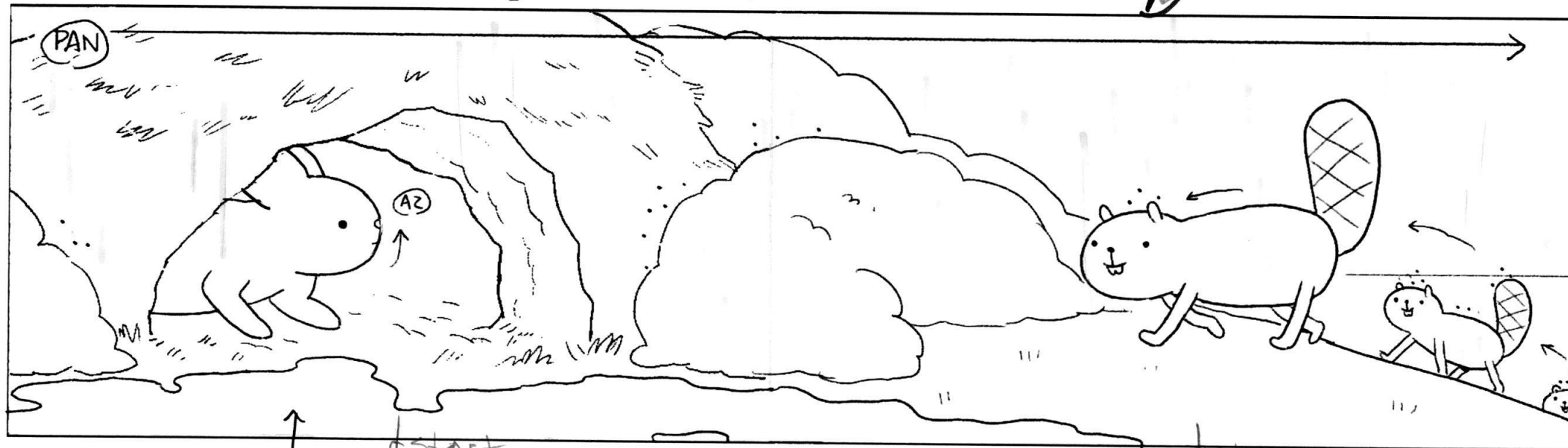
Pnl. A

Bg.

day night

B

STOP



Dialog:

PUDDLES

J/ (O/S) LOOKS LIKE THIS UNFLAGGING LITTLE HERD OF A BUNNY WILL HAVE SOME HELP THOUGH... A FAMILY OF FRIENDLY BEAVERS APPEARS TO HAVE TAKEN UP THE CAUSE.

Action:



- BUNNY LOOKS UP
- RAIN & WIND CONTS PAN RIGHT TO BEAVERS.

MAR 20 2014

Timing:

Production :

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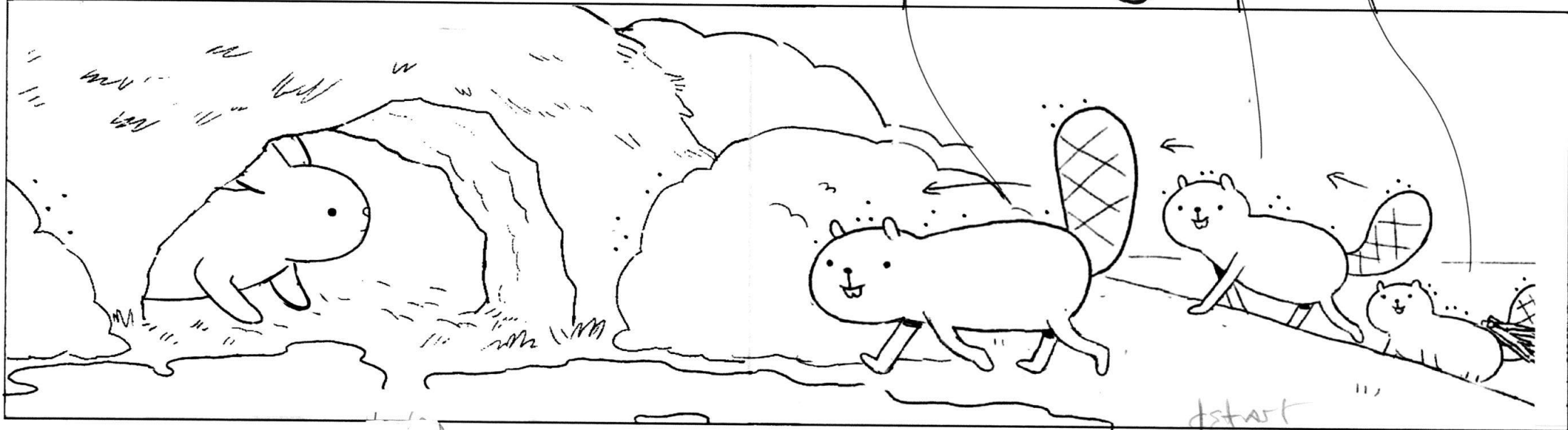


Sc. 76 *CONT*

Pnl. 1

Bg.

day night



Dialog:



UPLIFTING MUSIC

← pan w/ BEAVERS

Action:

- BEAVERS WALK TOWARDS BUNNY

MAR 20 2014

Timing:

Production :

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ADVENTURE TIME



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Sc. 76 cont Pnl. D Bg.

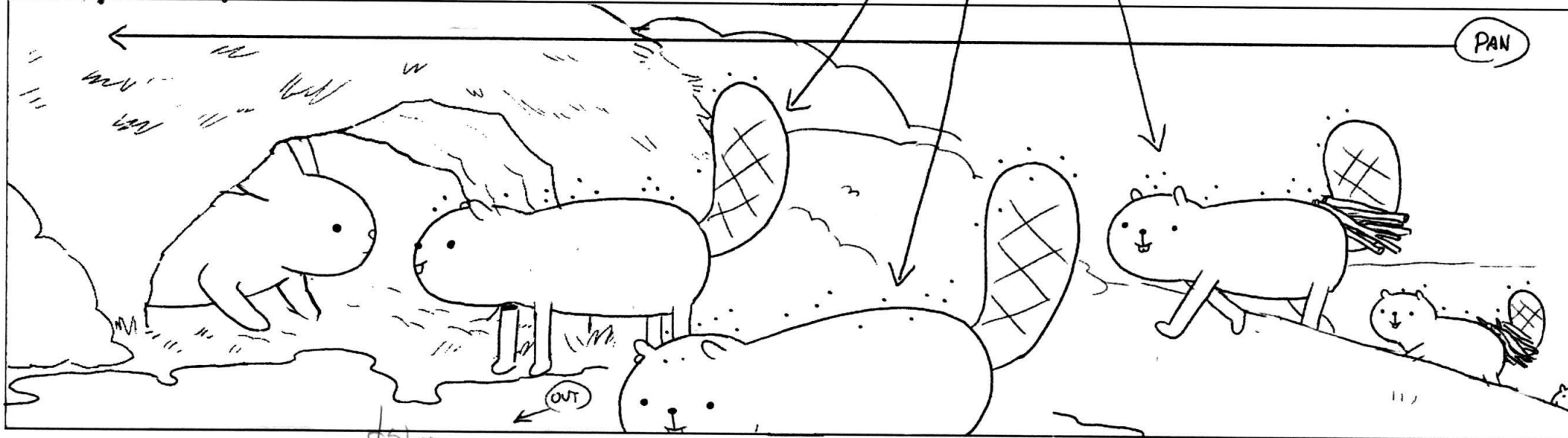
day night

#1

#2

#3

PAN



Dialog:



Action:

— BEAVER #1 APPROACHES BUNNY, #2 CROSSES IN FRONT & EXITS, #3 #4 #5 CARRY STICKS ON THEIR TAILS

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

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1025/177

1025/177

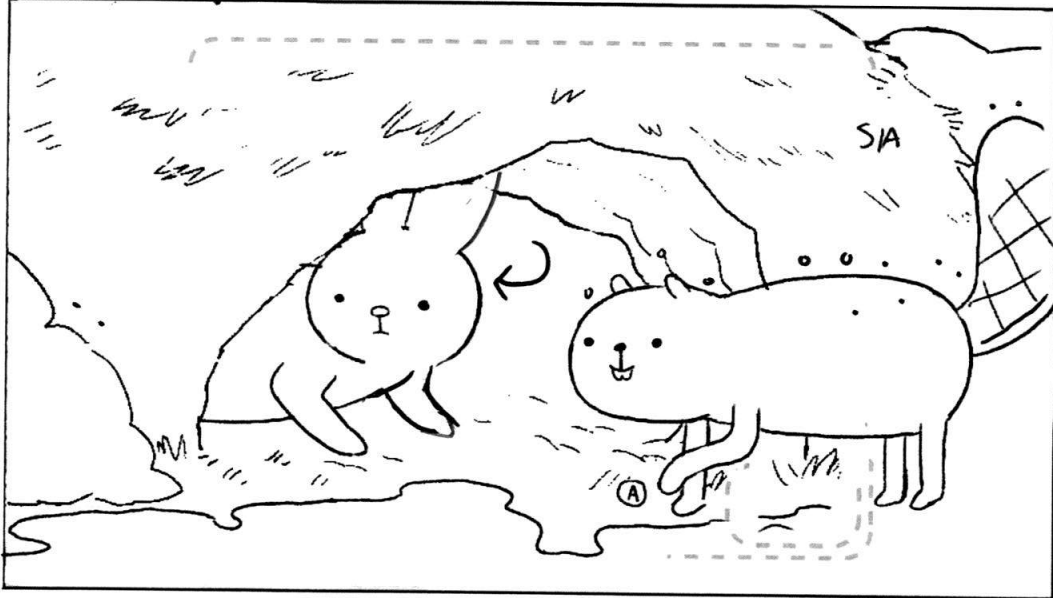
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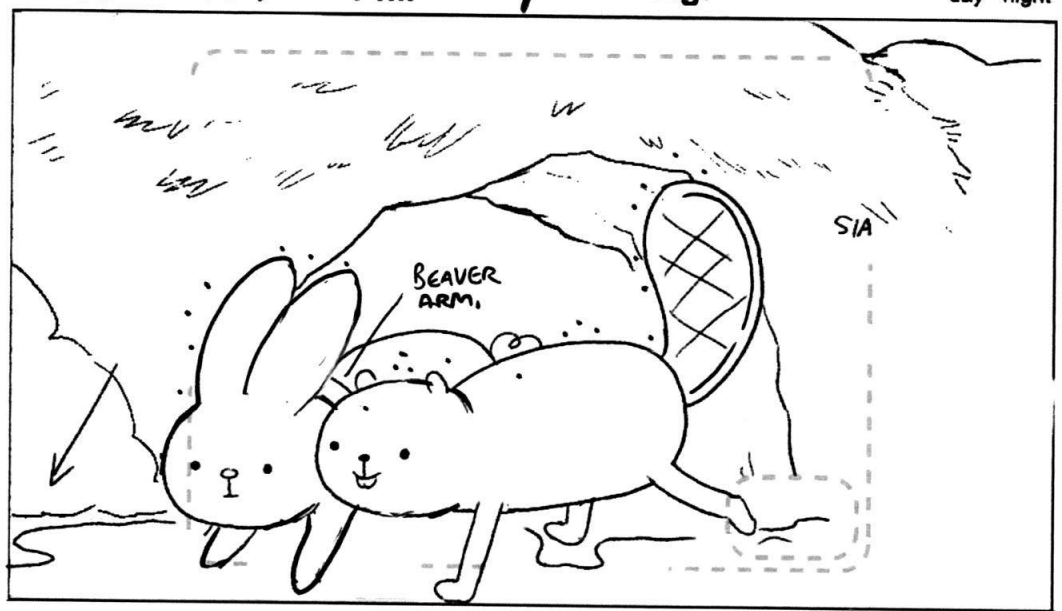
ADVENTURE TIME



Sc. 76 *CONT* Pnl. *E* Bg. day night

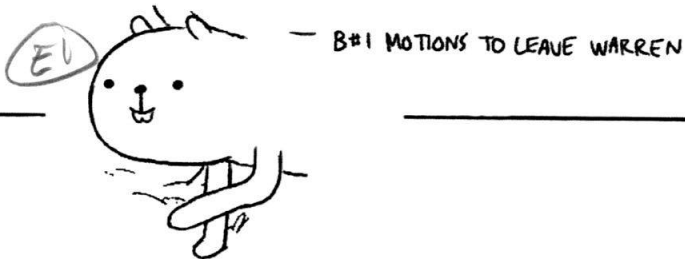


Sc. 76 *CONT* Pnl. *F* Bg. day night



Dialog:

Action:



Timing:

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Production :

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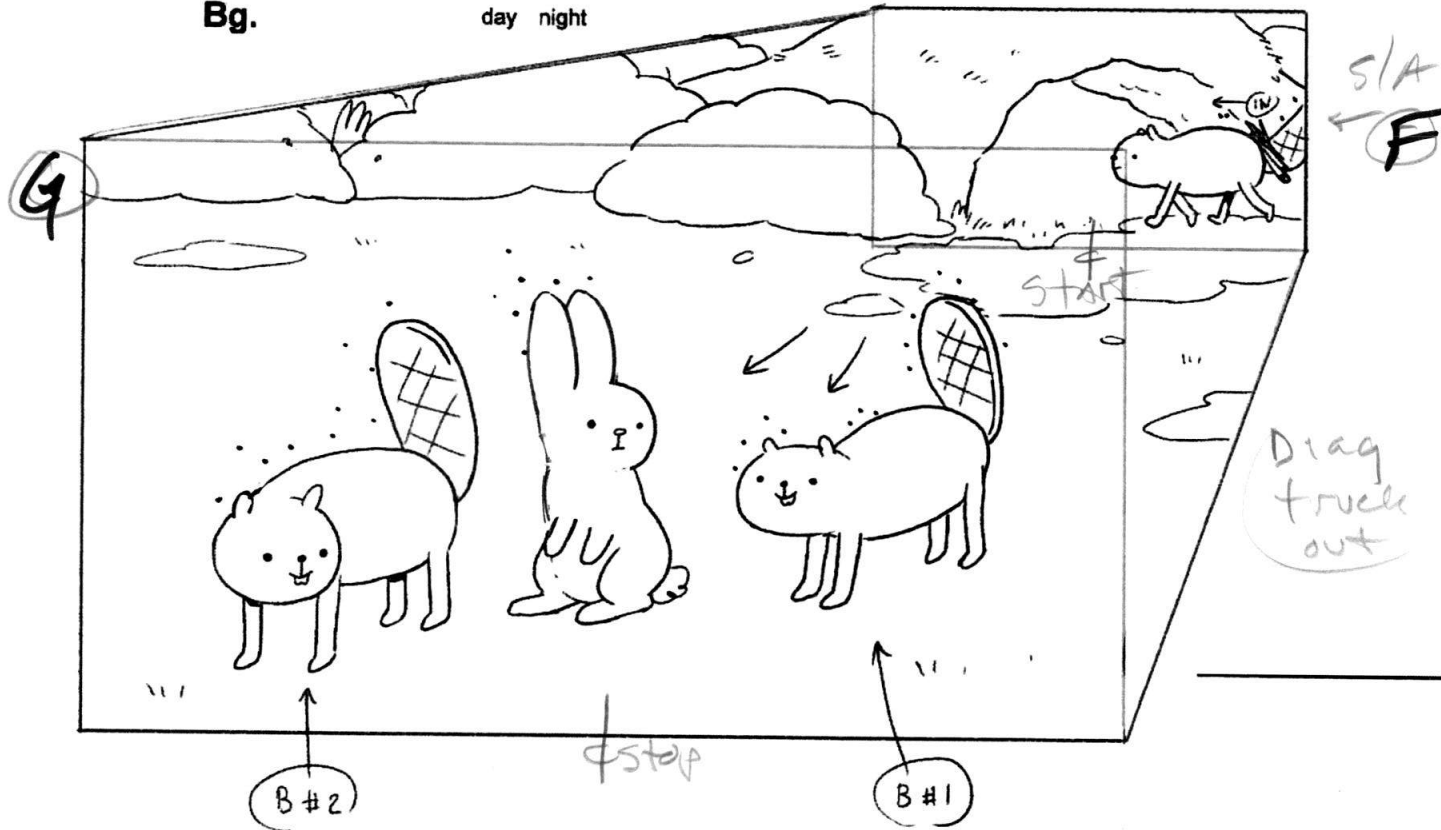


Page 149
day night

Sc. 76 *cont*

Bg.

day night



Dialog:

Action:

— ADJ & ZOOM W B#1 & BUNNY

MAR 20 2014

Timing:

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Production :

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1025/177

ADVENTURE TIME



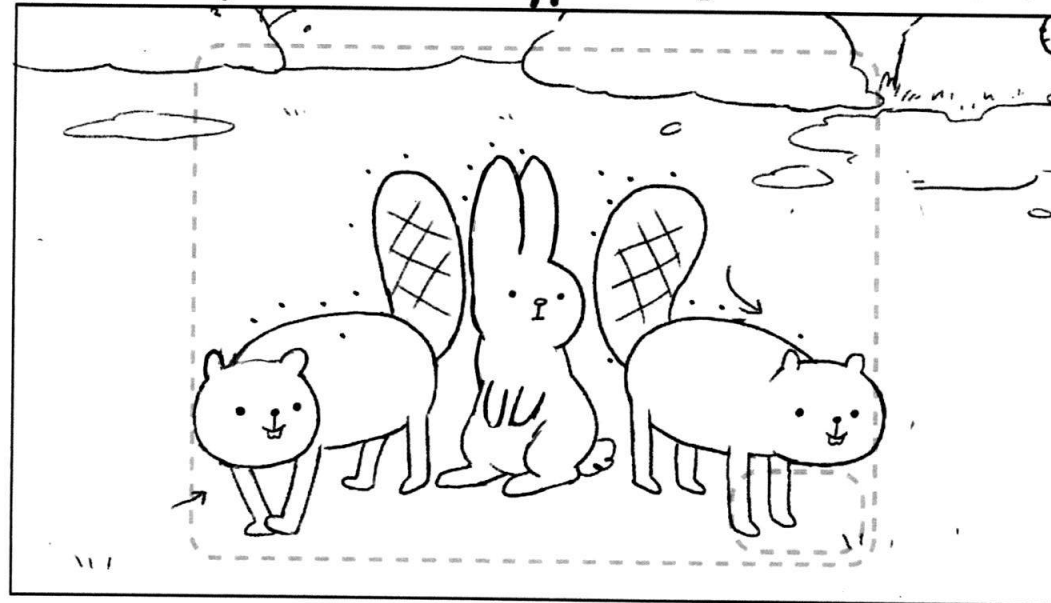
Sc. 76 *CONT*

Pnl.

H

Bg.

day night



Sc. 76 *CONT*

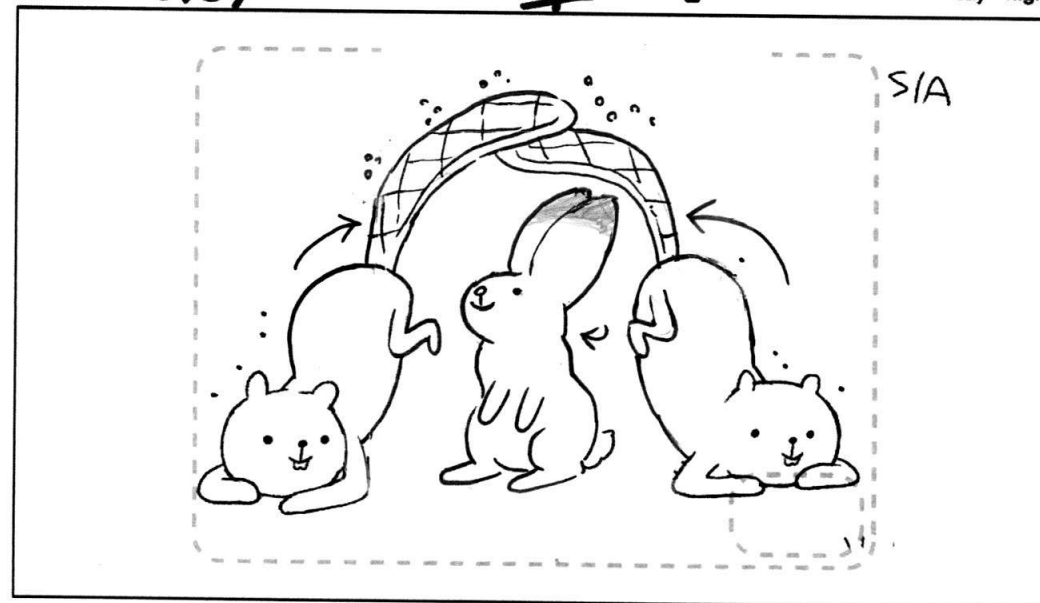
Pnl.

I

Bg.

Page *150*

day night



Dialog:

Action:

- B #2 + #1 BACKS TO BUNNY.
(RAIN & WIND CONT)

- B #1 & 2 PROTECT BUNNY FROM THE RAIN W THEIR TAILS
MAR 20 2014

Timing:

Production :

EPISODE # 1025-177

Art

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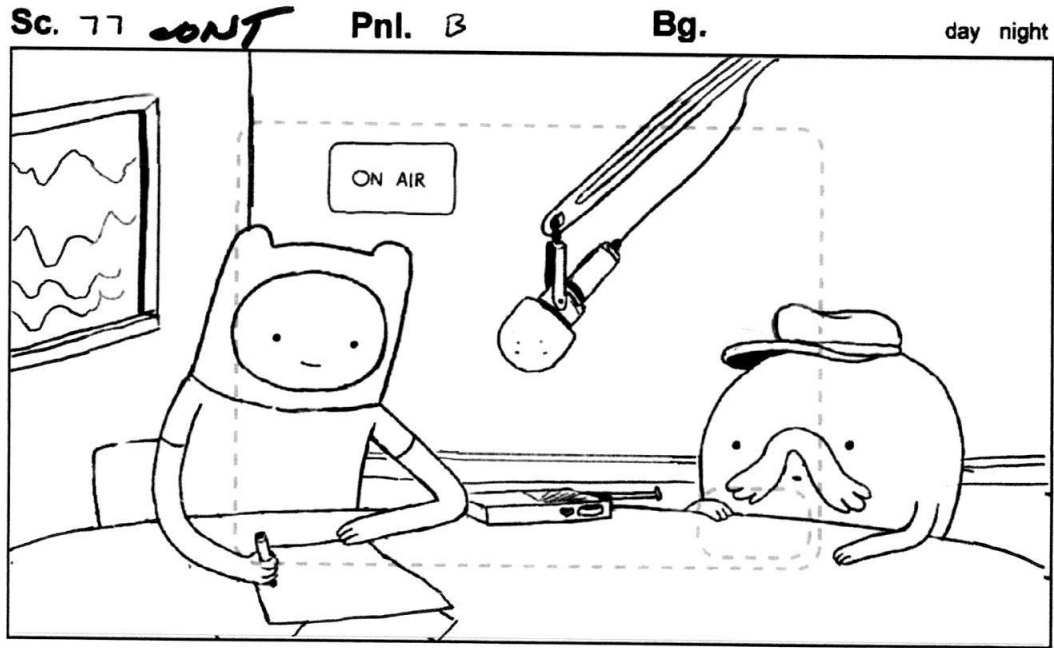
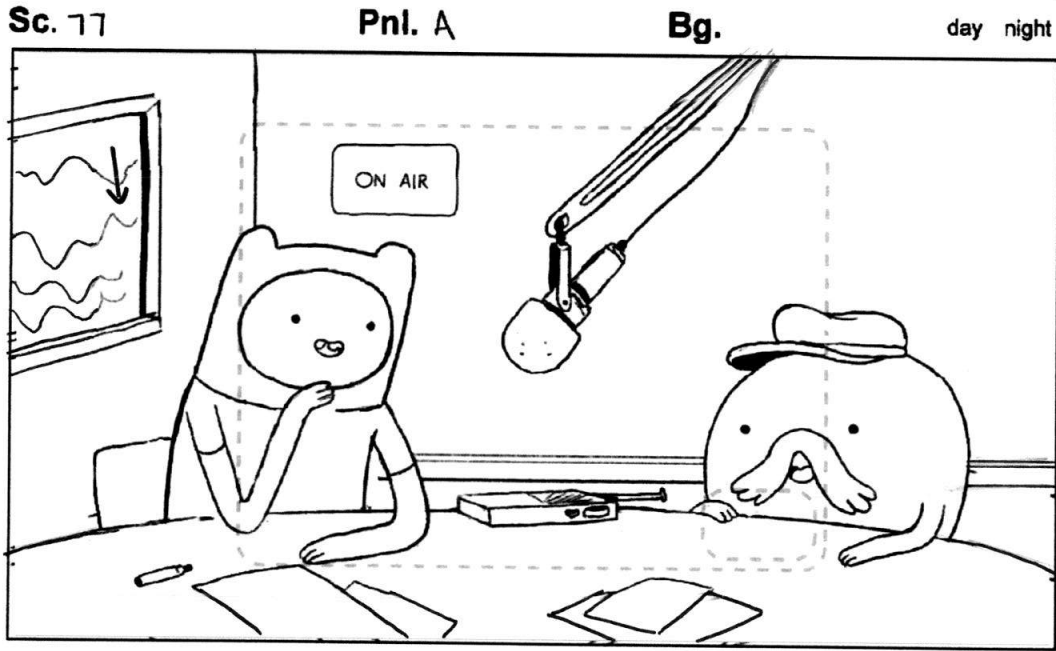
1025/177

1025/177

1025/177

Cut

ADVENTURE TIME



Dialog:	♪	♪
Action:	F GRABS PAPER & STARTS WRITING	
Timing:	MAR 20 2014 (B1)	

1025-177
EPISODE #

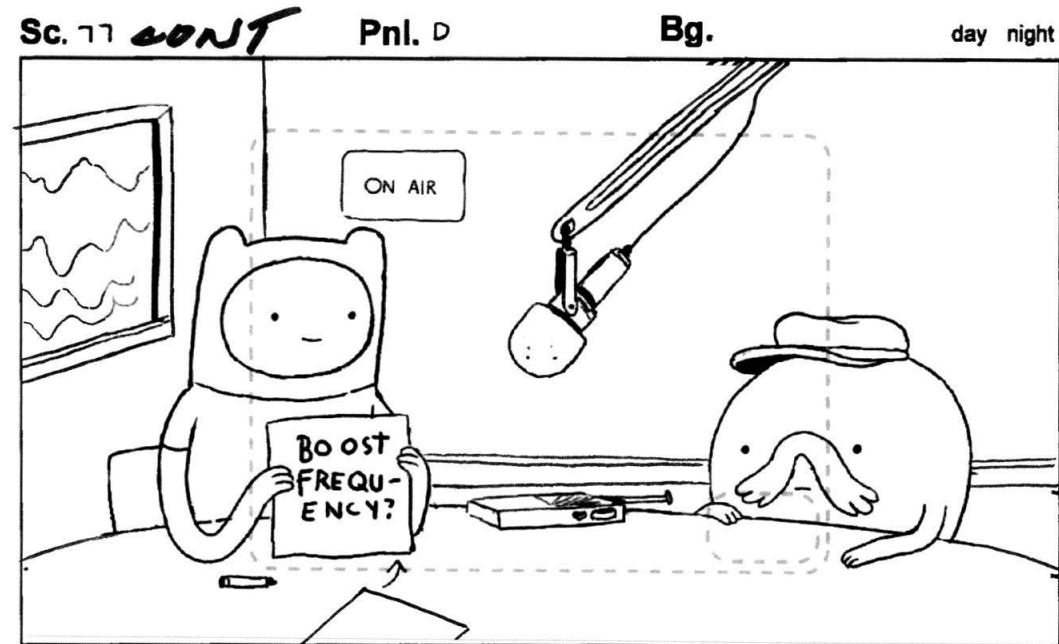
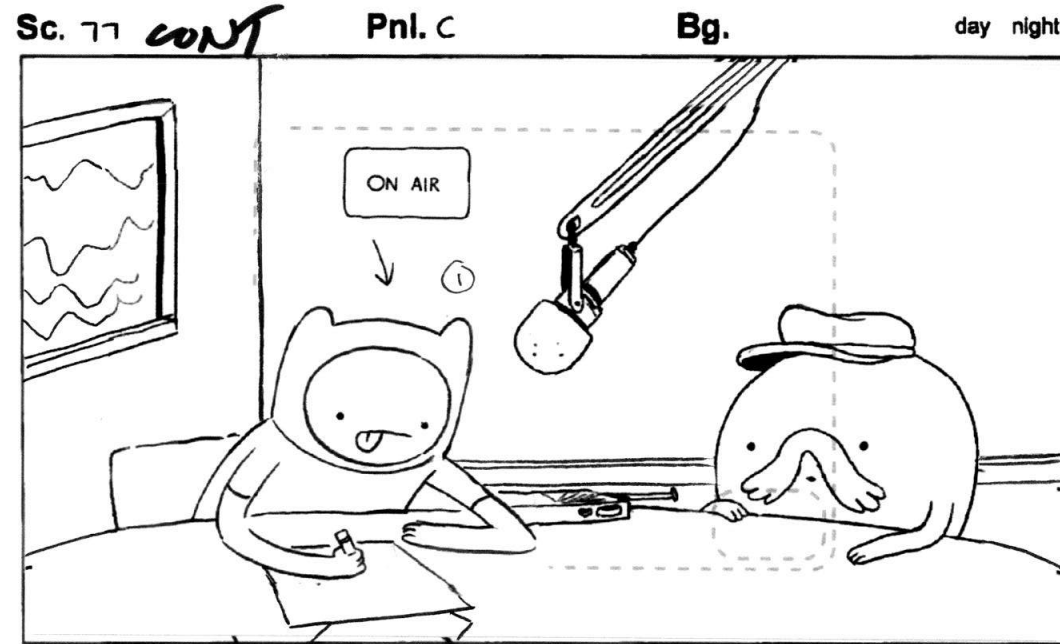
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Production :

ADVENTURE TIME



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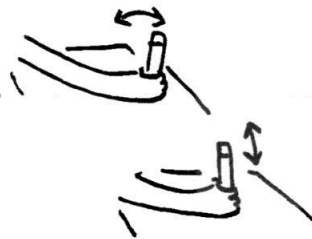


Dialog:

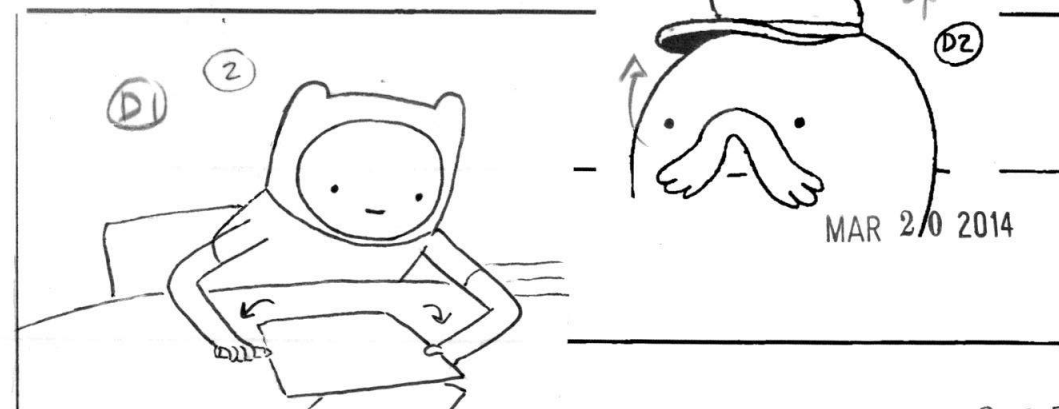


Action:

-F. QUICKLY WRITES ON SIGN,



Timing:



Production :

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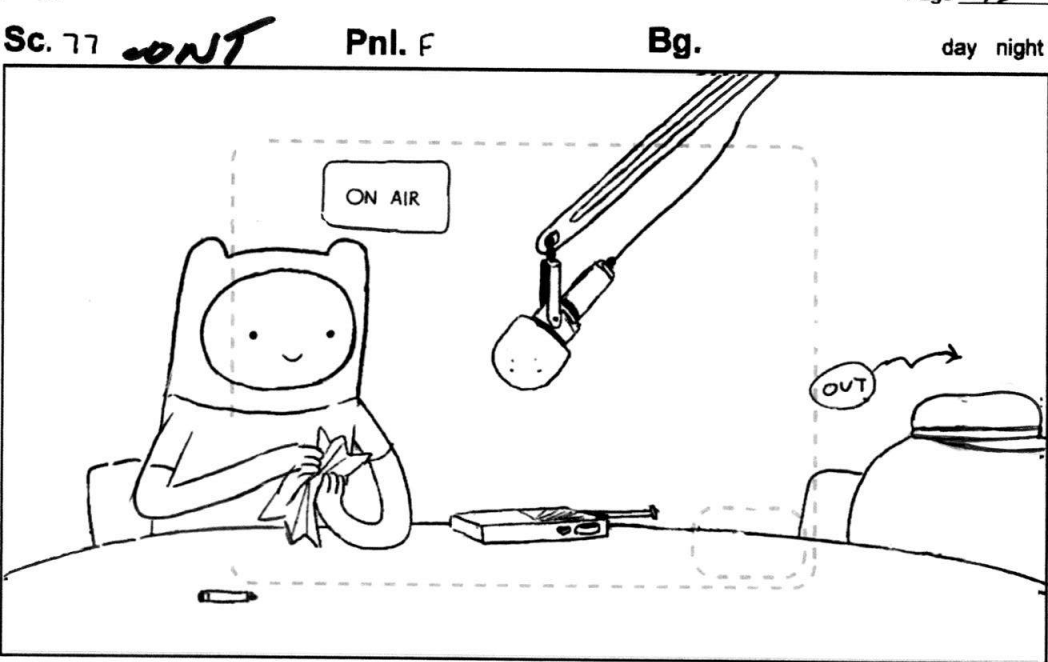
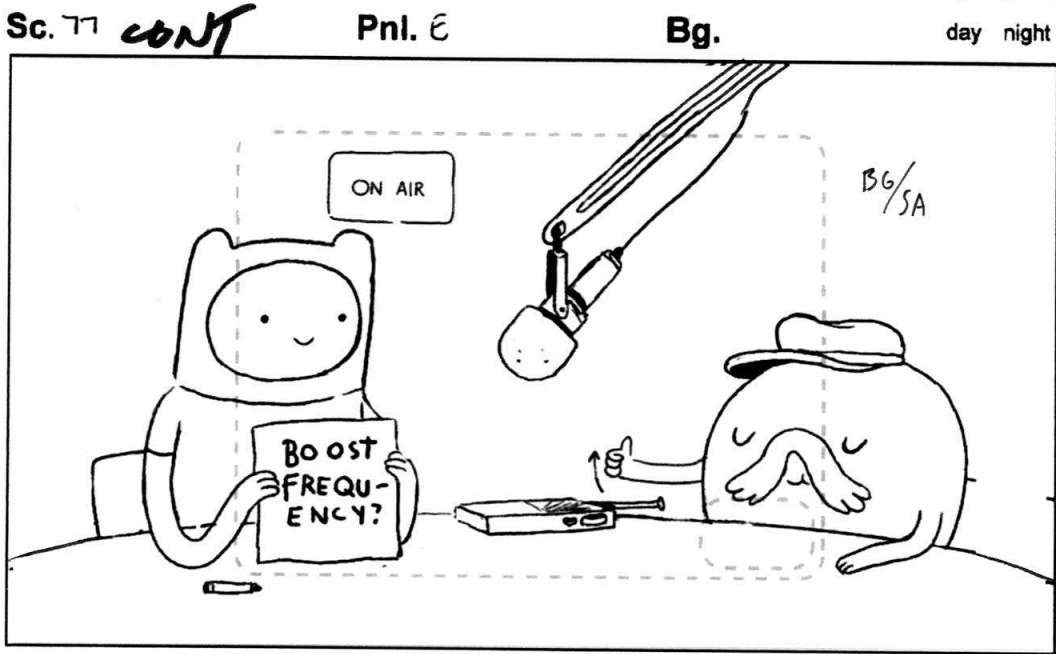
1025/177


1025/177

1025/177

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ADVENTURE TIME



Dialog:	
Action:	- STARCHY GIVES A THUMBS UP - F CRUMPLES PAPER
Timing:	 MAR 20 2014

1025-177

EPISODE #

Production :

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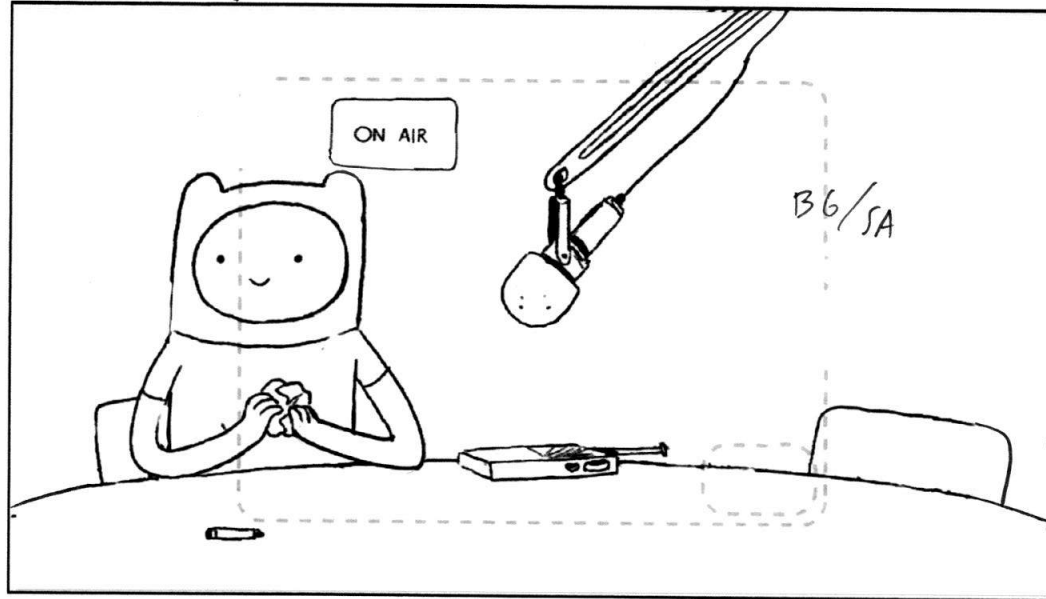
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ADVENTURE TIME

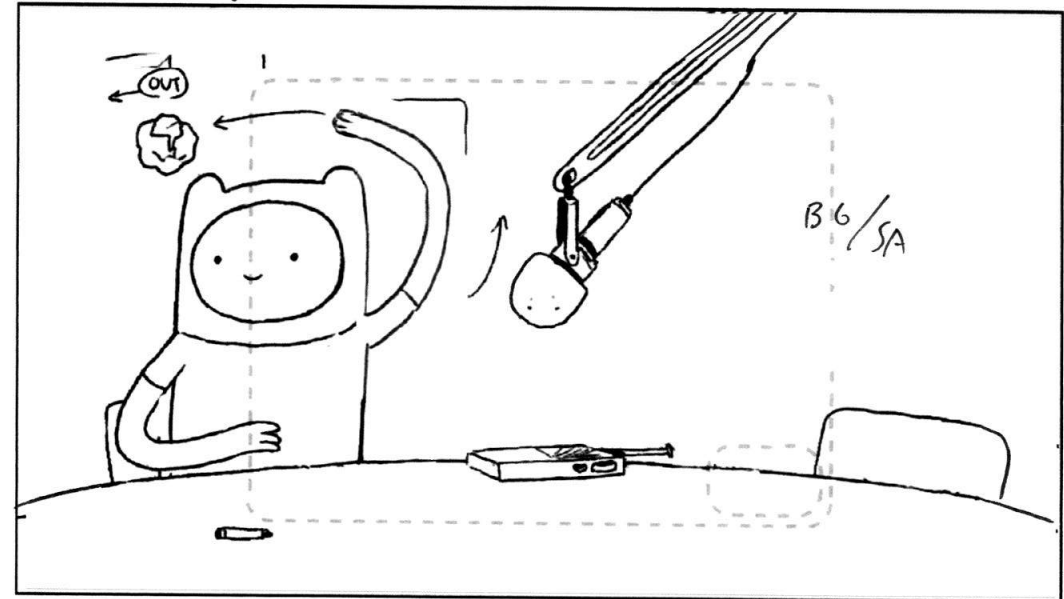


Page 154

Sc. 77 *CONT* Pnl. G Bg. day night



Sc. 77 *CONT* Pnl. H Bg. day night

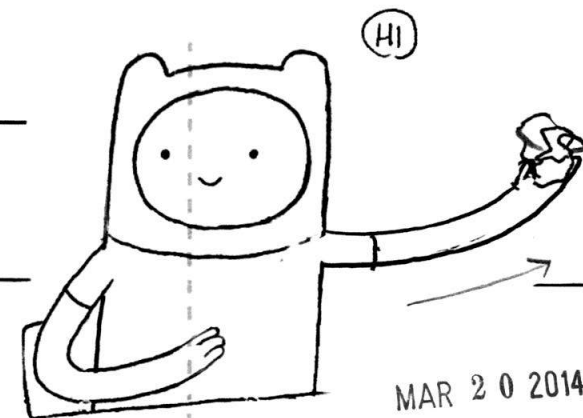


Dialog:

Action:

Timing:

— F THROWS PAPER BALL



Cut

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EPISODE #

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Production :

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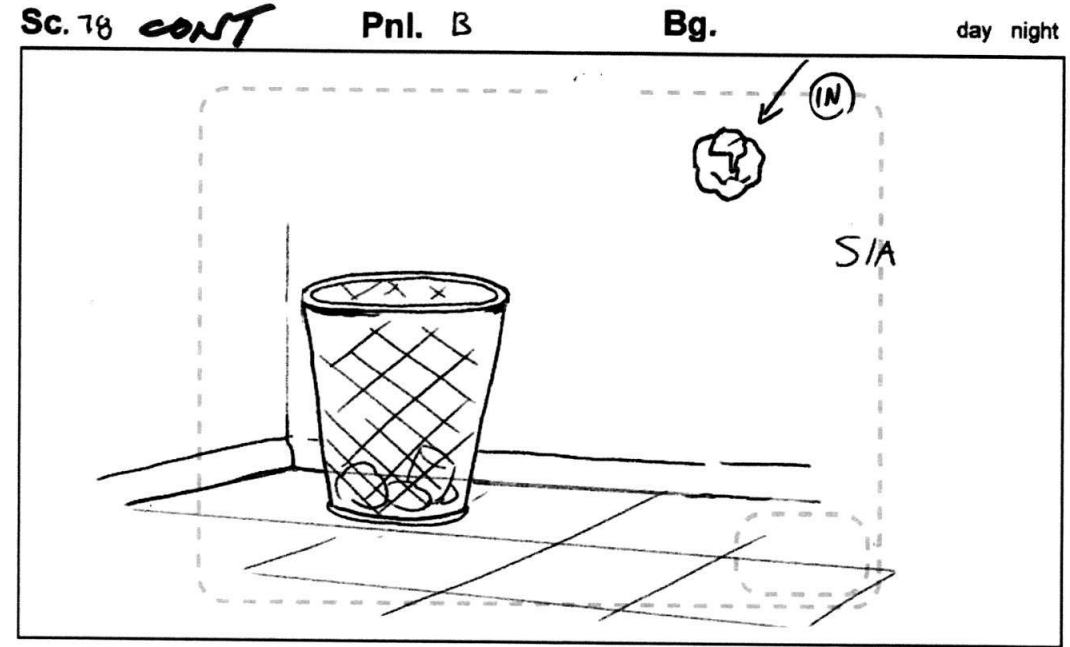
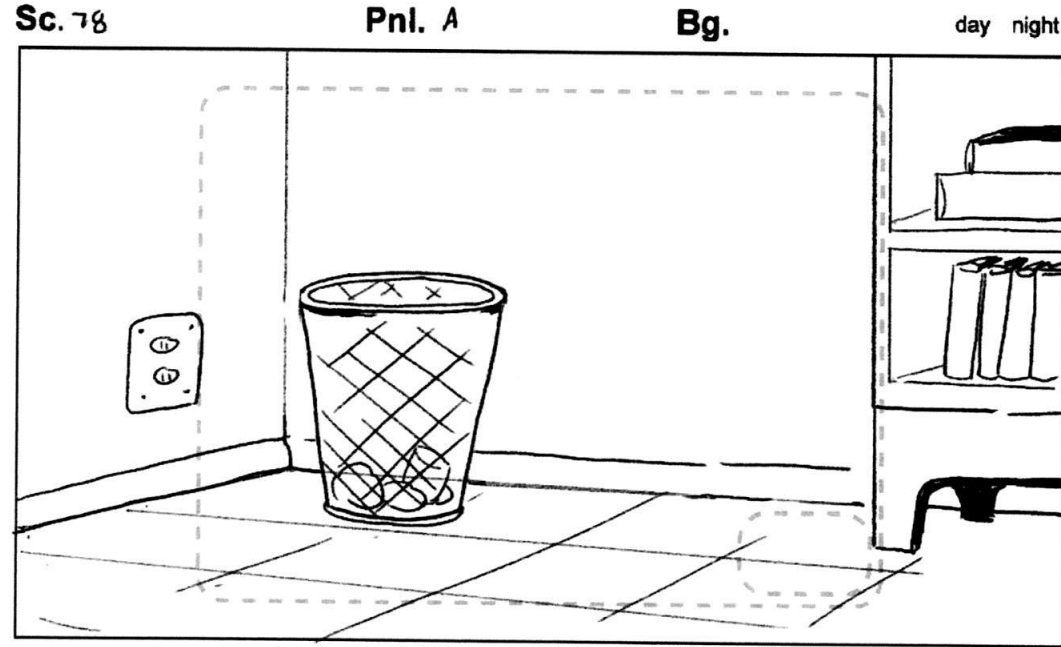
Aut

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ADVENTURE TIME



Page 155



Dialog:

Action:

- PAPER BALL FLIES ON/S

Timing:

MAR 20 2014

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Production :

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ADVENTURE TIME



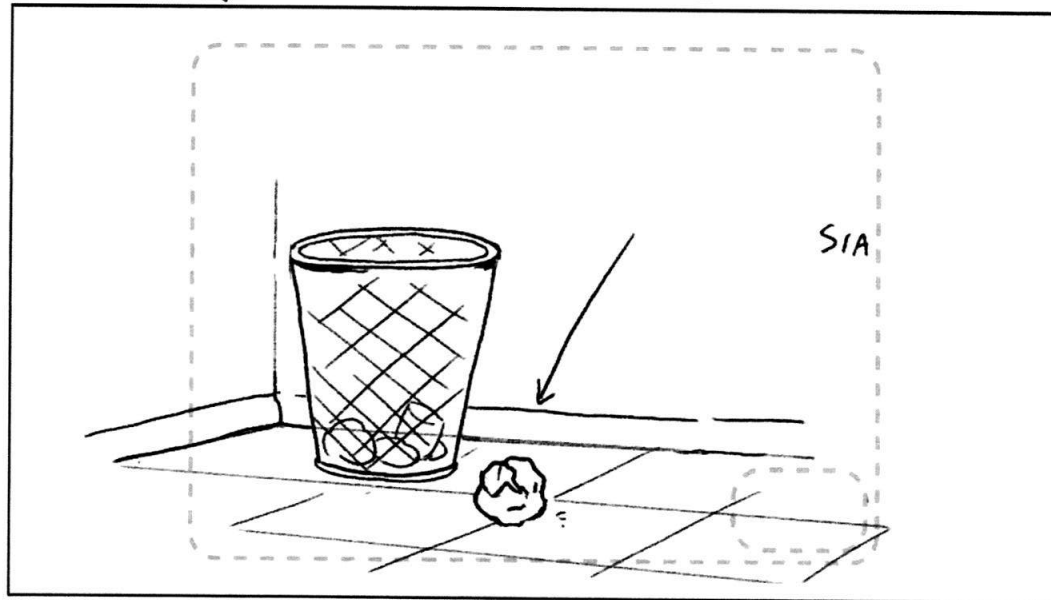
Page 156

Sc. 18 *CONT*

Pnl. c

Bg.

day night

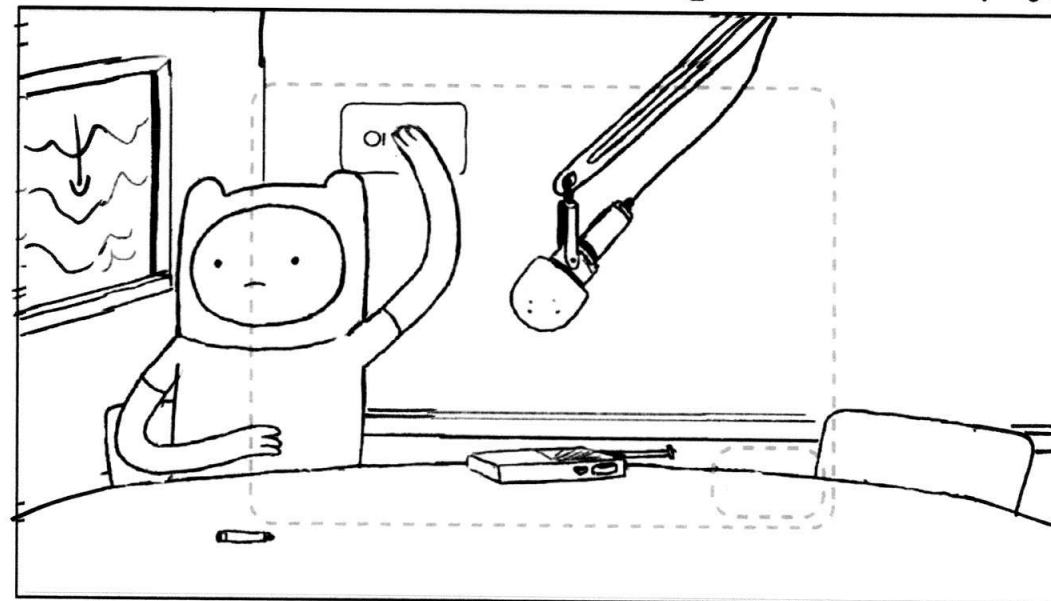


Sc. 19

Pnl. A

Bg.

day night



Dialog:

Action:

— PAPER BALL LANDS BESIDE TRASH

Timing:

MAR 20 2014

1025-177

EPISODE #

Production :

ADVENTURE TIME



NO SC
80

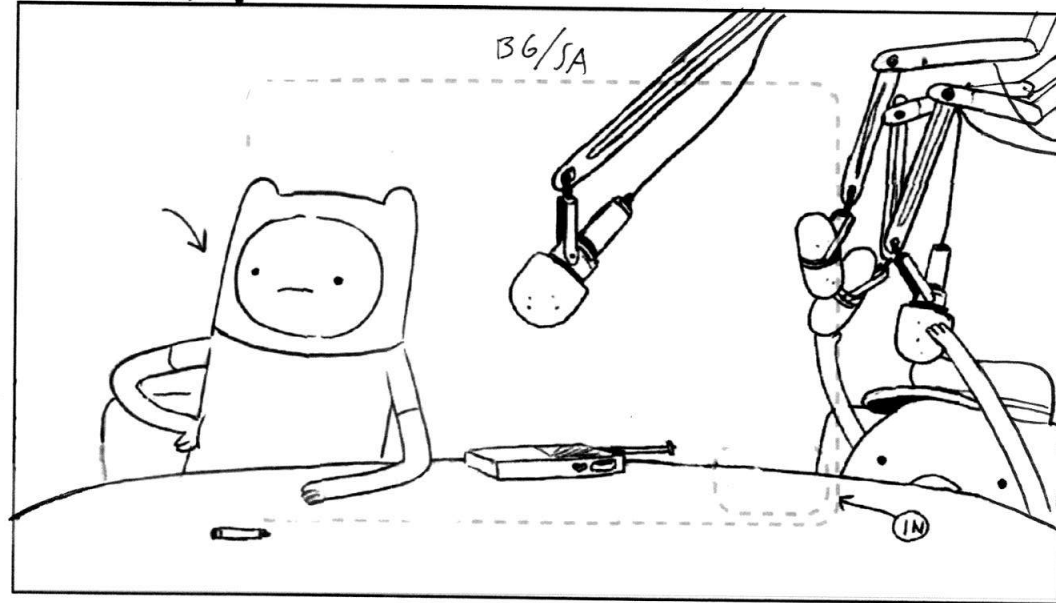
Page 157

Sc. 79 *CONT*

Pnl. B

Bg.

day night

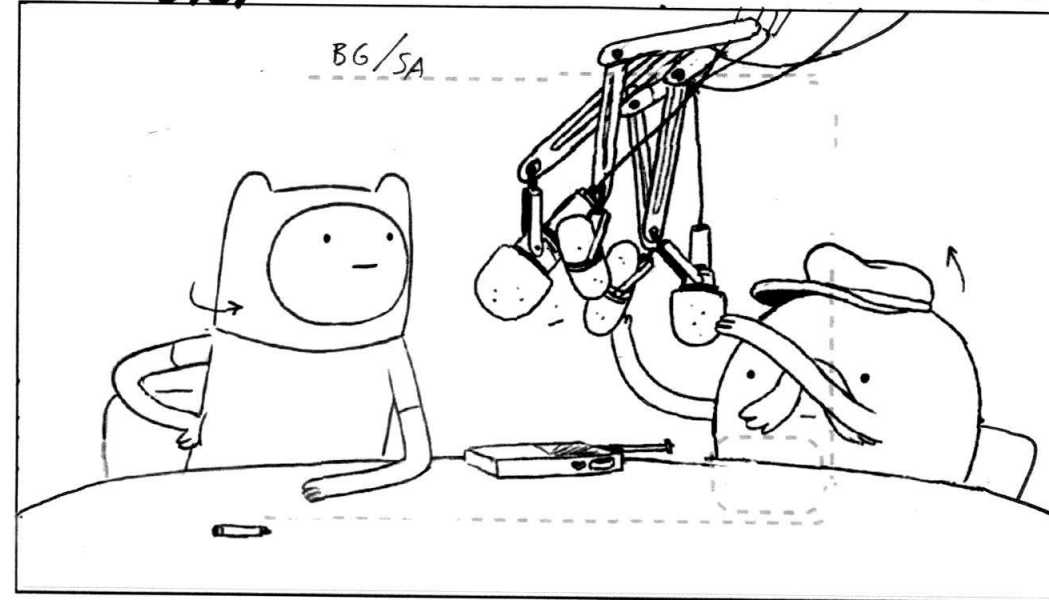


Sc. 79 *CONT*

Pnl. C

Bg.

day night



Dialog:

Action:

- STARCHY WALKS ON/S WITH A BUNCH OF MIKES.

Timing:

MAR 20 2014

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EPISODE #

Production :

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1025/177

1025/177

ADVENTURE TIME



No Sc. 80

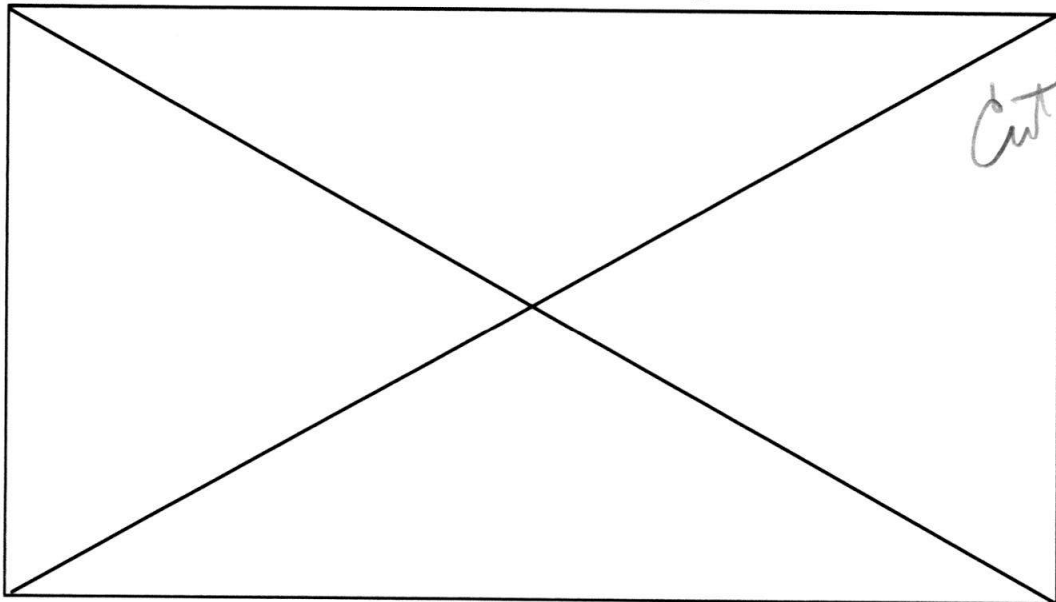
Page 158

Sc.

Pnl.

Bg.

day night

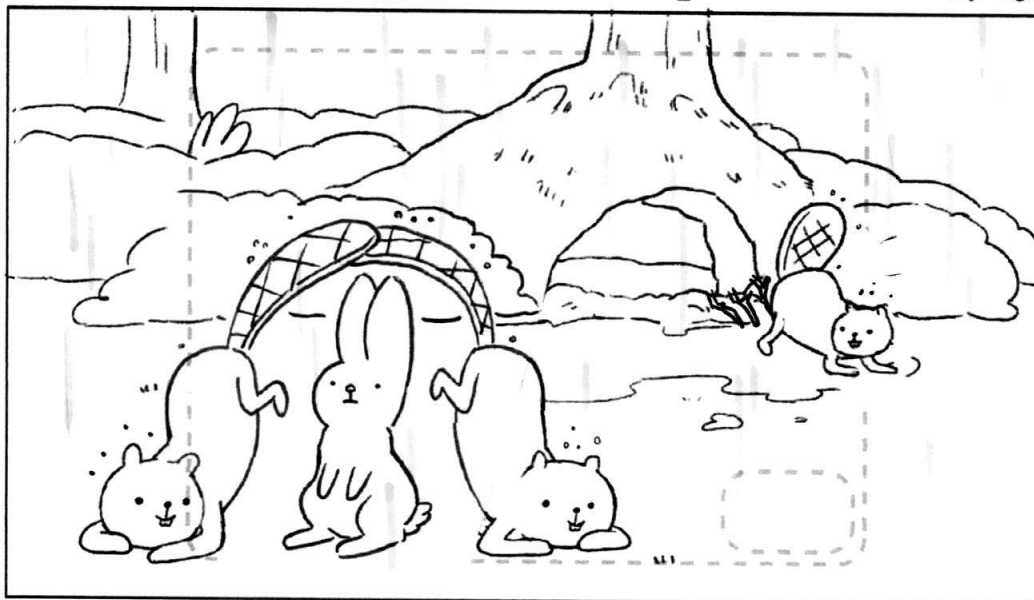


Sc. 81

Pnl. A

Bg.

day night



Dialog:

J/ OFTEN CALLED "NATURE'S ARCHITECTS", THESE INTREPID MAMMALS -- J/ (O/S) ARE SPARING NO EFFORT TO SHORE UP THE ENDANGERED BURROW...

Action:

Timing:

B #3 WHACKING WARREN W TAIL



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EPISODE #

Production :

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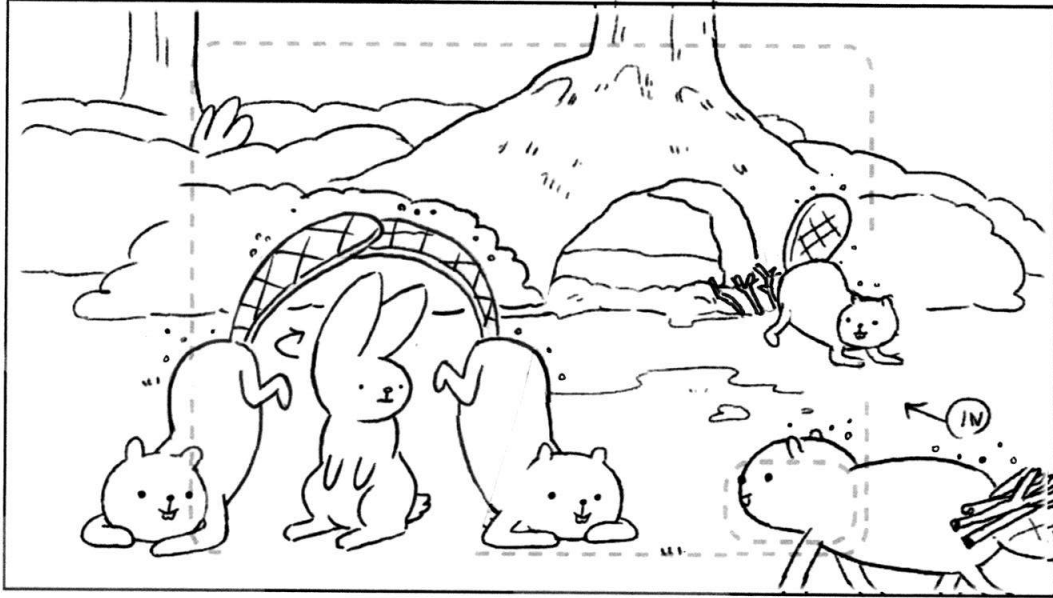
ADVENTURE TIME



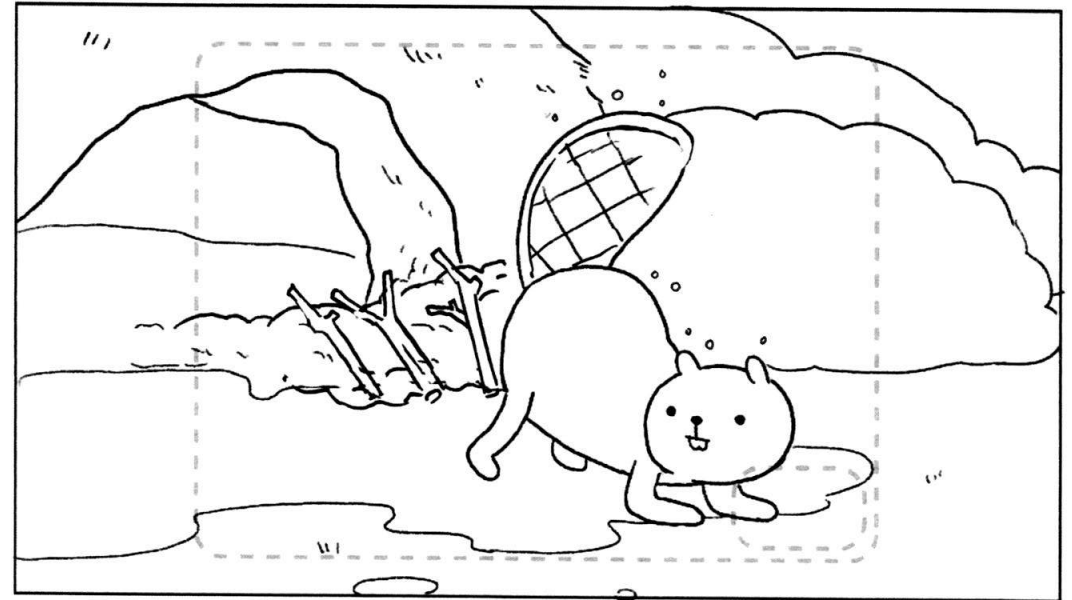
HO
CUT

Page 159

Sc. 81 **CONT** Pnl. B Bg. day night



Sc. 82 Pnl. A Bg. day night



Dialog:

SFX/ THWACK! THWACK! THWACK!

Action:

- B #4 ENTERS W STICKS
- BEAVER #3 STILL WHACKING

B PACKING MUD W/ TAIL

A-AI-A-AI

AI

Timing:

MAR 20 2014

CUT

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EPISODE #

Production :

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Cut

ADVENTURE TIME



Cut

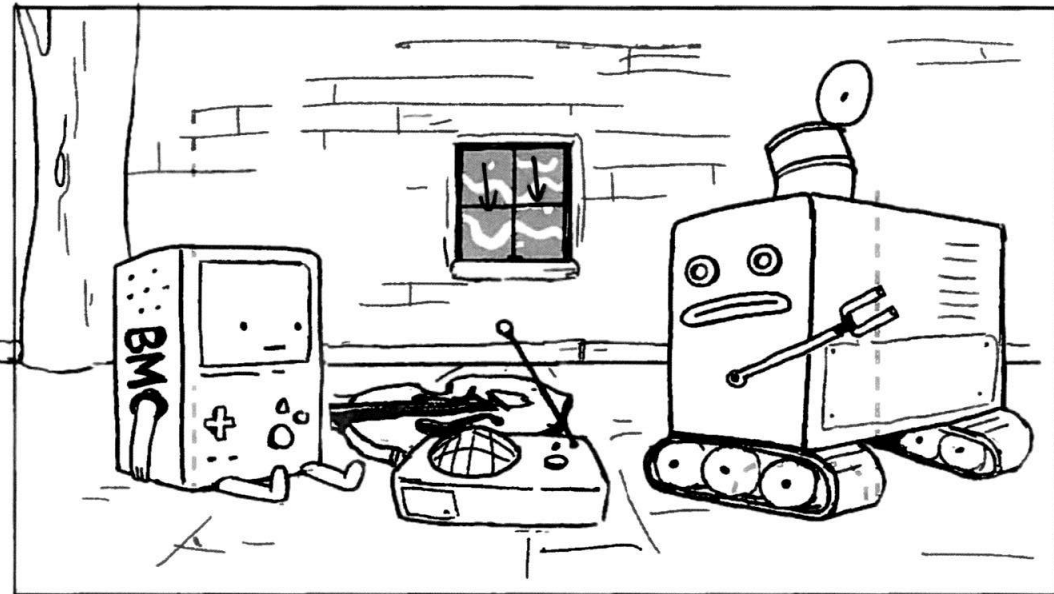
Cut

Sc. 83

Pnl. A

Bg.

day night

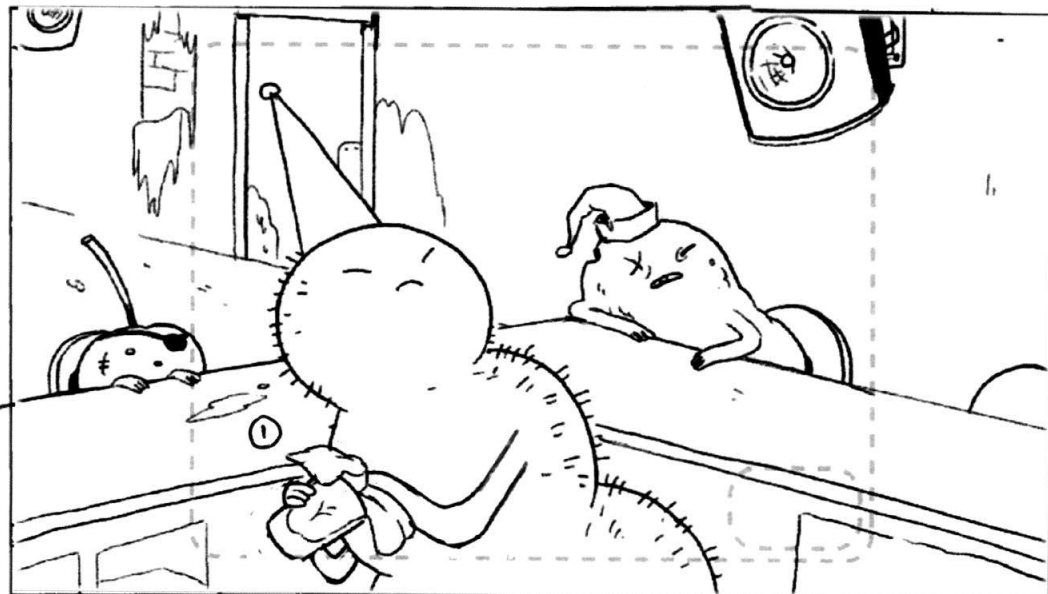


Sc. 84

Pnl. A

Bg.

day night



Dialog:

SFX / (O/S) THWACK THWACK THWACK

SFX / (O/S) THWACK THWACK THWACK

Action:



CYCLE ①, ②, ①, ② ect.

Timing:

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ADVENTURE TIME



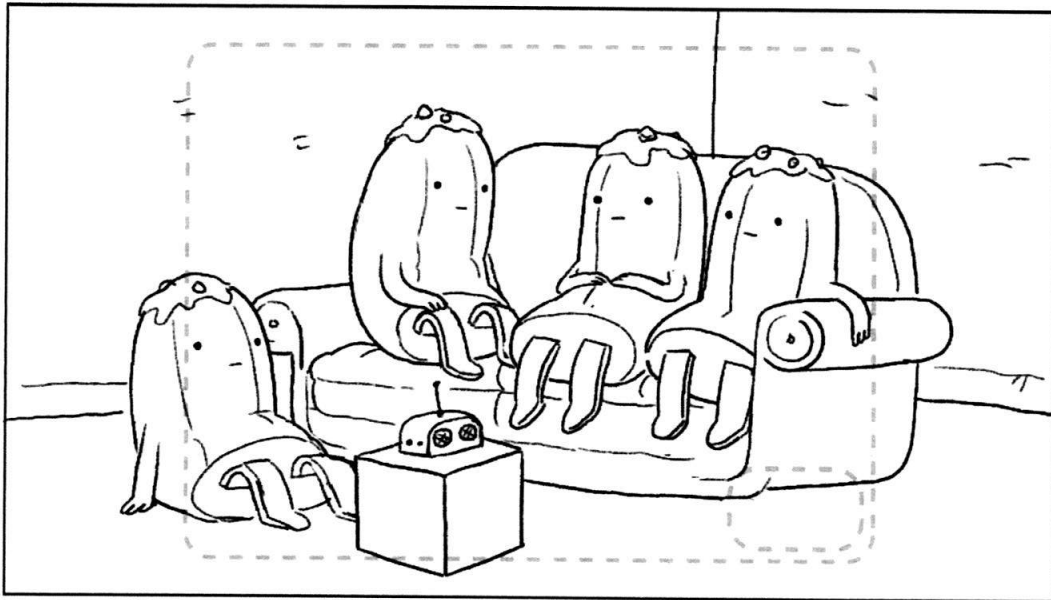
Page 161

Sc. 85

Pnl. A

Bg.

day night

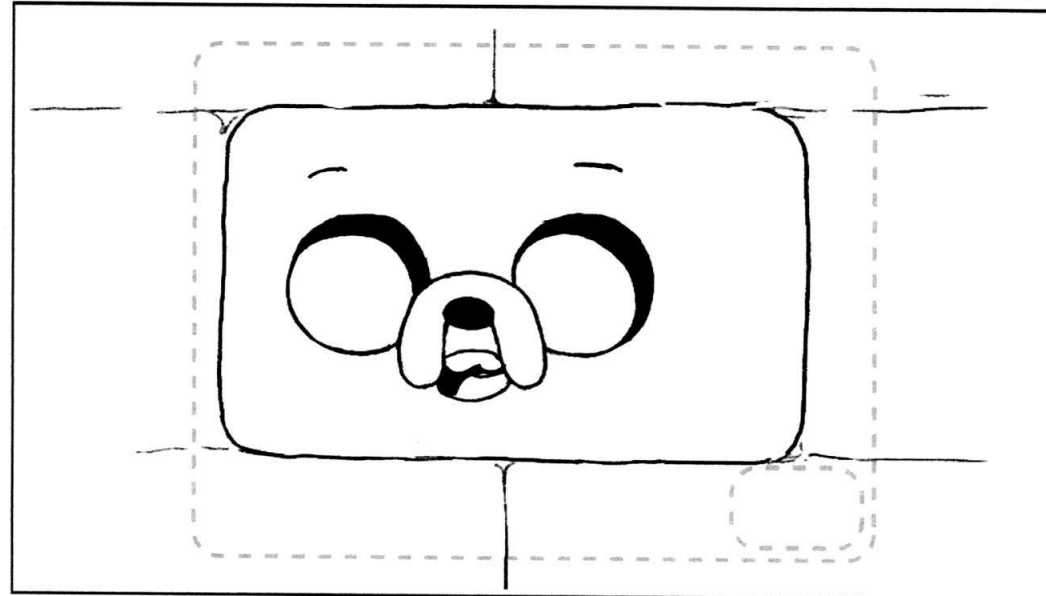


Sc. 86

Pnl. A

Bg.

day night



Dialog:

SFX / (OIS) THWACK THWACK THWACK

J/ HERE'S AN UNUSUAL SIGHT...

Action:

- BANANA GUARD LOUNGE.

Timing:

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Production :

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1025/177

1025/177

Cut

ADVENTURE TIME

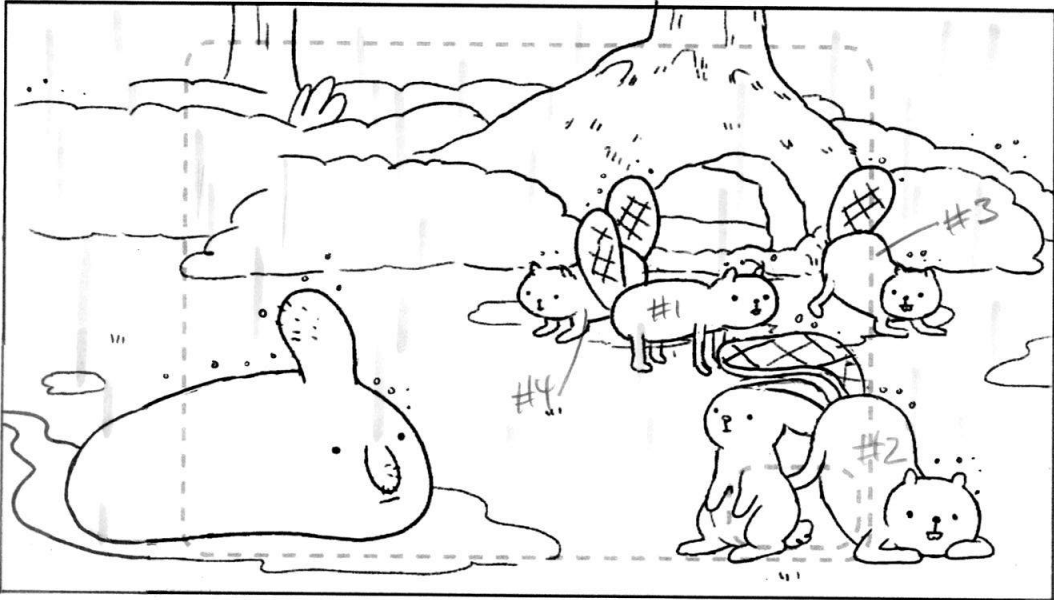


Sc. 87

Pnl. A

Bg.

day night



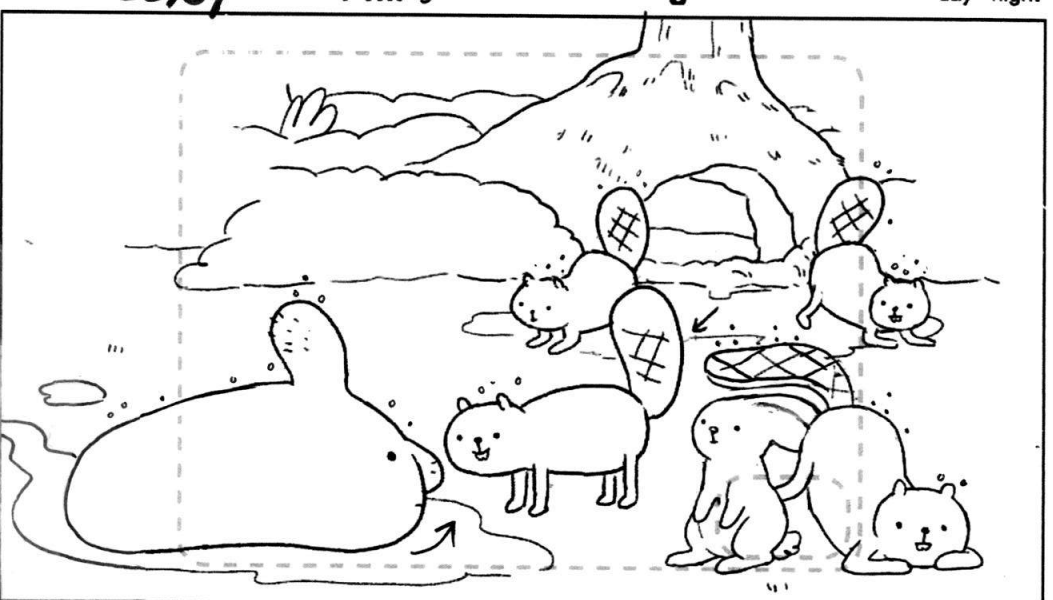
Sc. 87

CONT

Pnl. B

Bg.

day night



Dialog:

J/ (O/S) IT'S A SEA LARD!

Action:

- BEAVER WALKS OVER TO EXPLAIN WHAT'S GOING ON.

Timing:

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Production :

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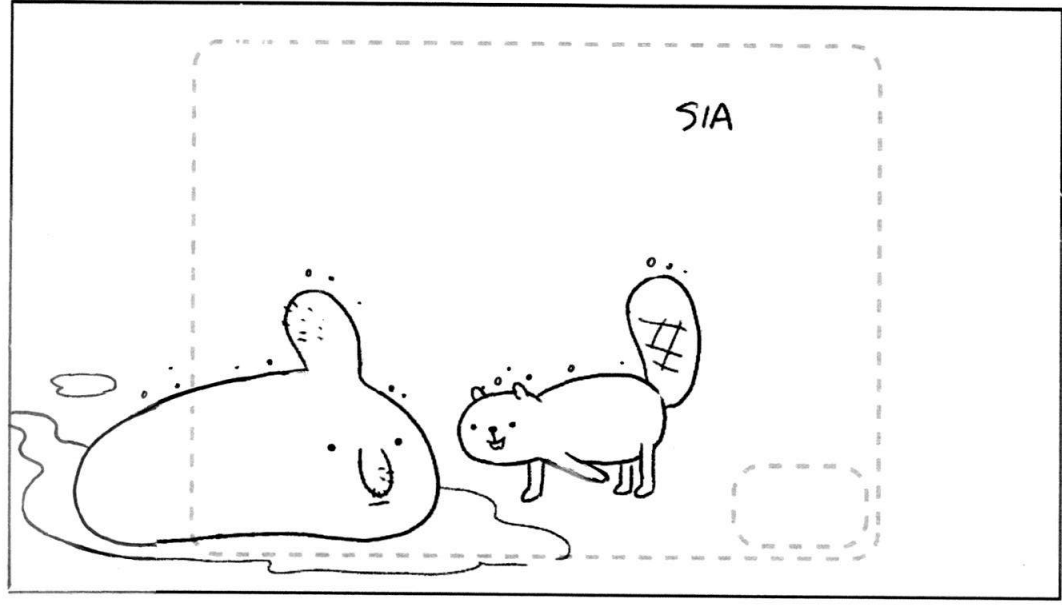
1025/177

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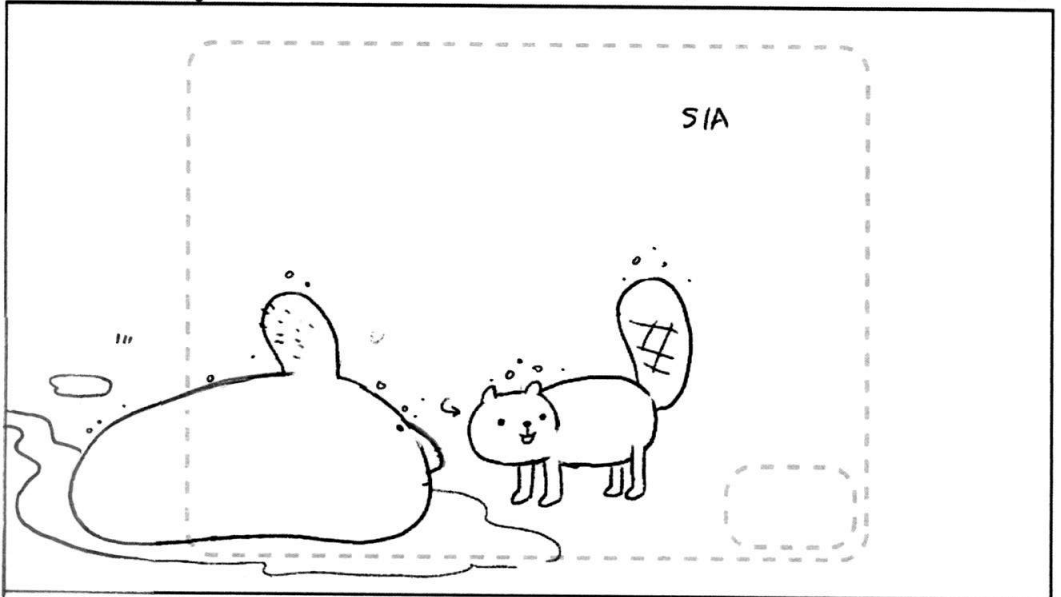
ADVENTURE TIME



Sc. 87 *CONT* Pnl. C Bg. day night



Sc. 87 *CONT* Pnl. D Bg. day night

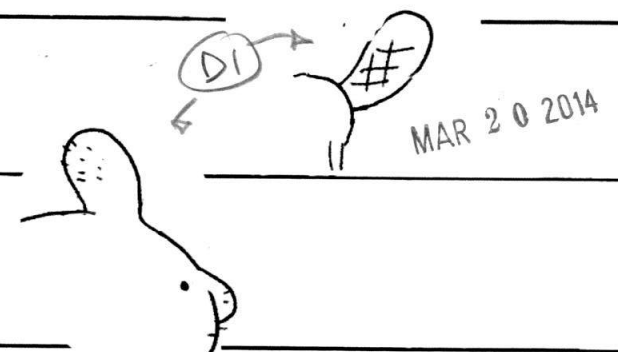


Cut

1025-177

EPISODE #

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Dialog:	
J/ (O/S) ...BUT HERE WE HAVE A RARE TREAT INDEED	
Action:	- BEAVER EXPLAINS SITUATION TO SEA LARD (CHITTERING?) - B DOES TAIL WHACKING MOTION, - SEA LARD LOOKS AT BUNNY, THEN TO WARREN, THEN BACK TO BEAVER.
Timing:	

Production :

1025/177

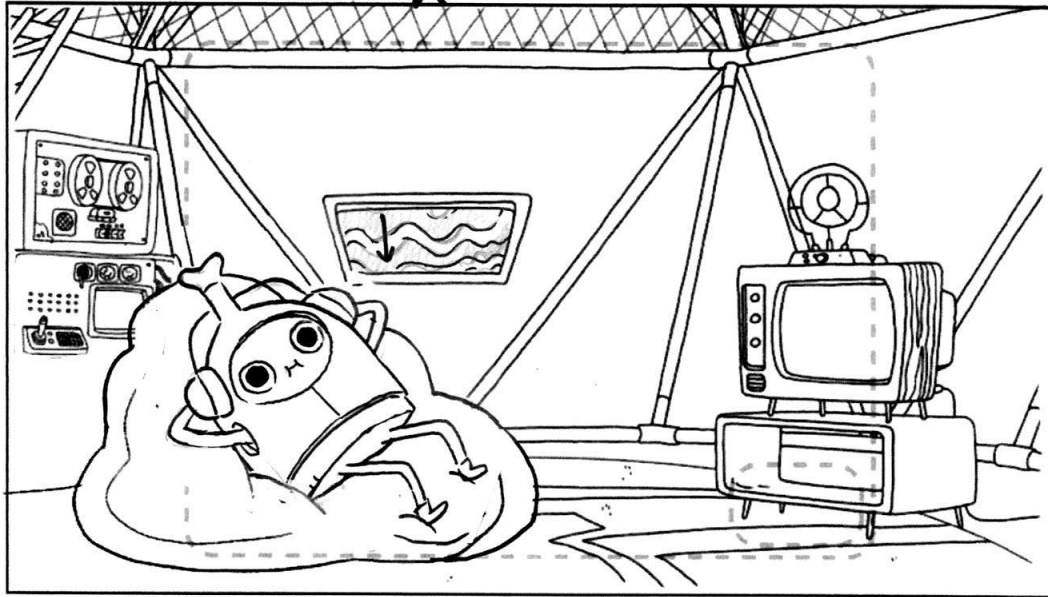
Cut

ADVENTURE TIME

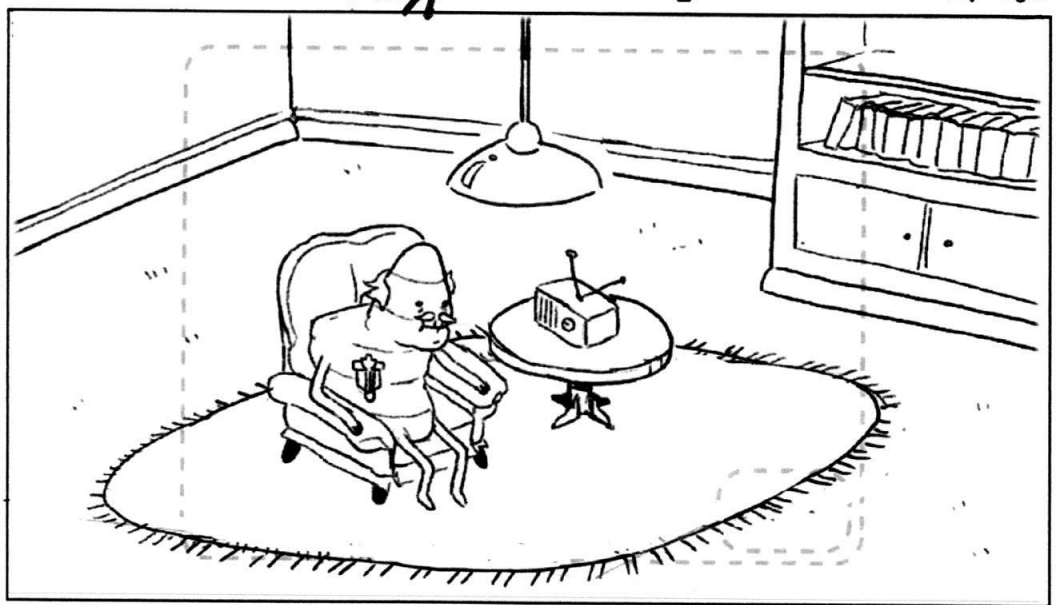


Cut

Sc. 88 Pnl. A Bg. day night



Sc. 89 Pnl. A Bg. day night



Dialog:	
<u>J/CO/S</u> THIS LITTLE BEAUTY IS PRETTY FAR OUTSIDE OF HER NATURAL HABITAT ...	<u>J/CO/S</u> BUT I'VE HEARD IT SAID BY WISE OLD SALTS SCHOOLED IN ANCIENT MARITIME LORE --
Action:	- BANANA MAN IN FUTURE DOME.
Timing:	MAR 20 2014

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1025-177
EPISODE #

Production :

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Cut

ADVENTURE TIME

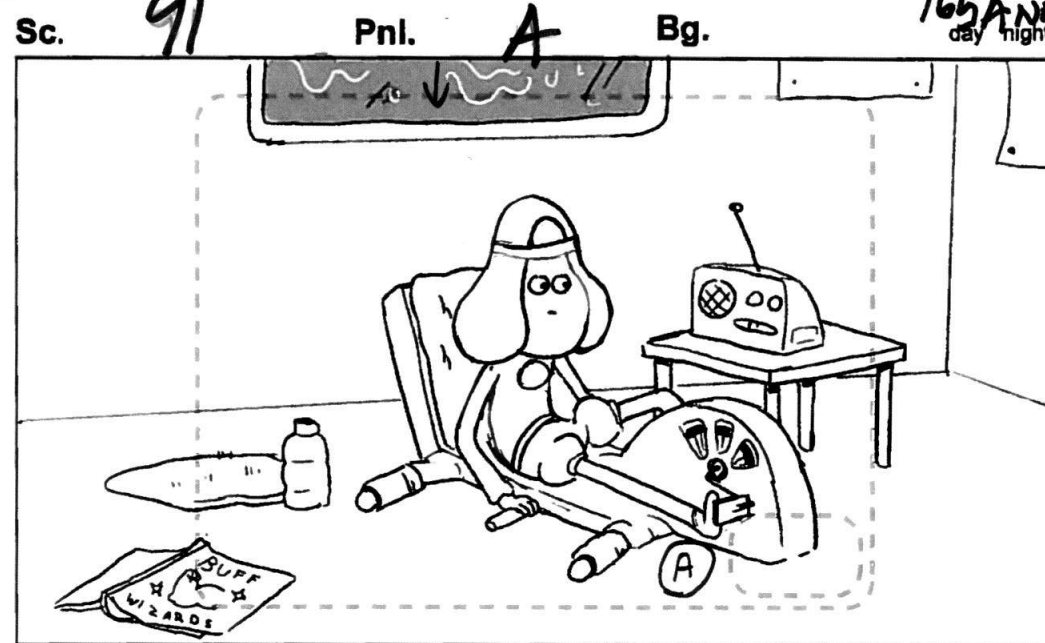
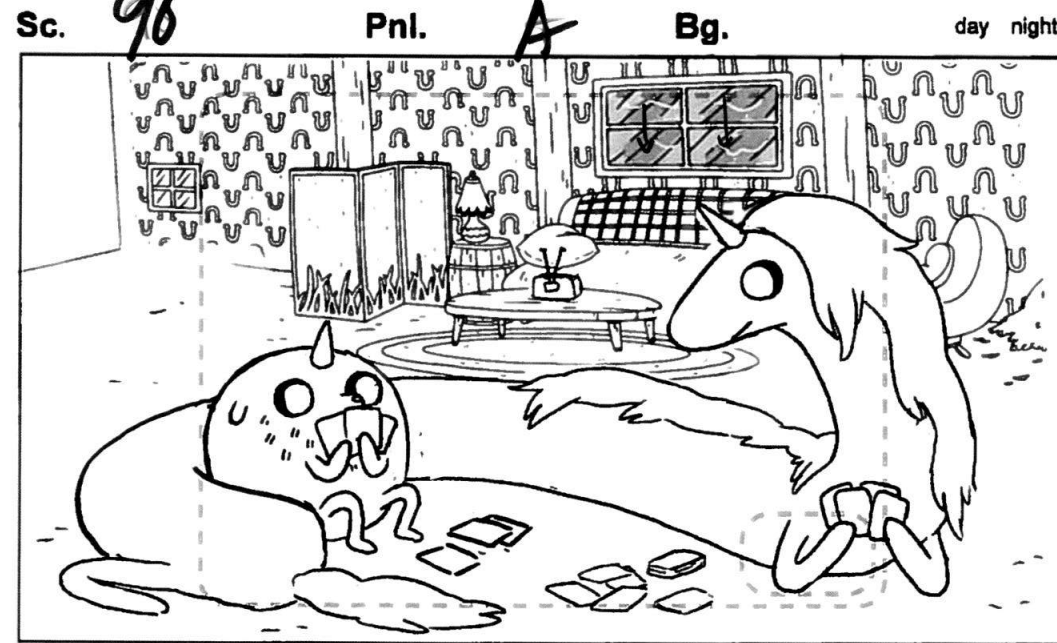


Cut

Page 165

165A NOT
day night

Cut



1025-177

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Dialog:

J/ (O/S) ... THAT A STORM WILL SOMETIMES BLOW THEM
OFF COURSE TO A REMARKABLE DEGREE.

J/ (O/S) LOOKS LIKE WE'VE GOT SOME PRETTY GOOD EVIDENCE TONIGHT

MAR 20 2014

Action:

-INT. LADY'S HOUSE.

-INT. ABRACADANIEL'S HOUSE.
-ABD. PEDALS EXERCISE BIKE

Timing:



slow
pedal cycle

arranges cards

D TV takes a card & sticks in deck

Production :

1025/177

ADVENTURE TIME



Sc. 92

Pnl. A

Bg.

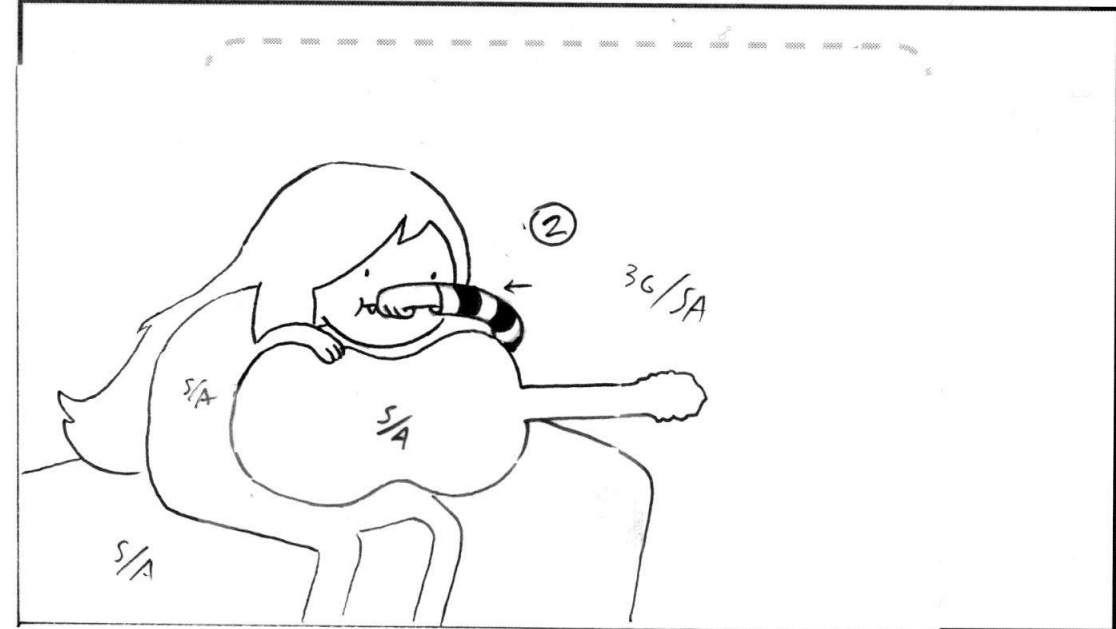
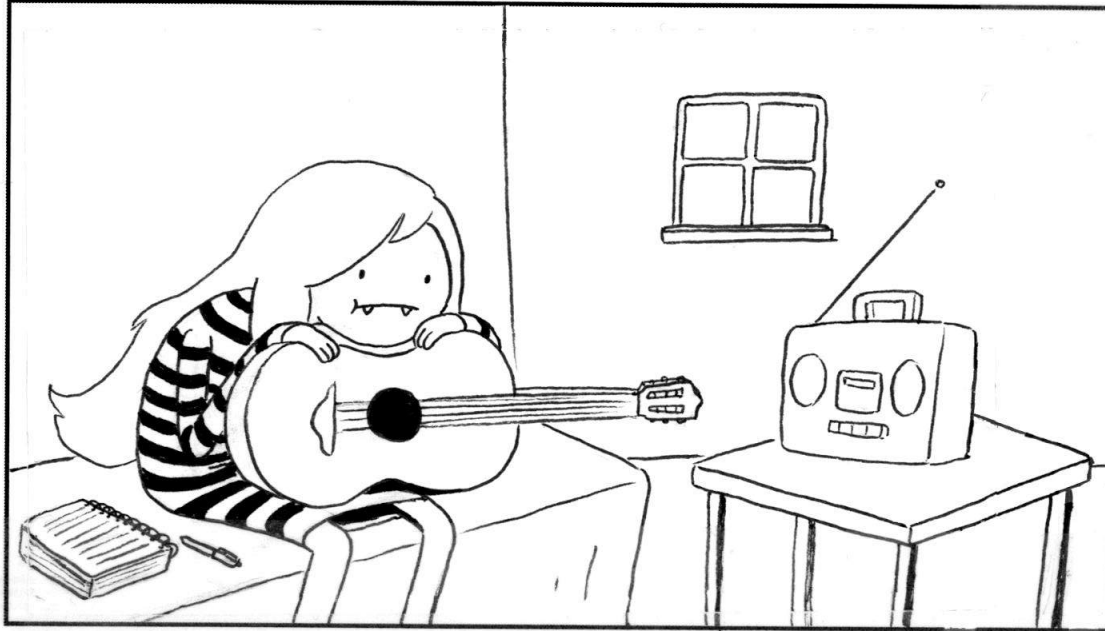
day night

Sc. 92 *cont*

Pnl. B

Bg.

Page 165A
166 NEM
day night



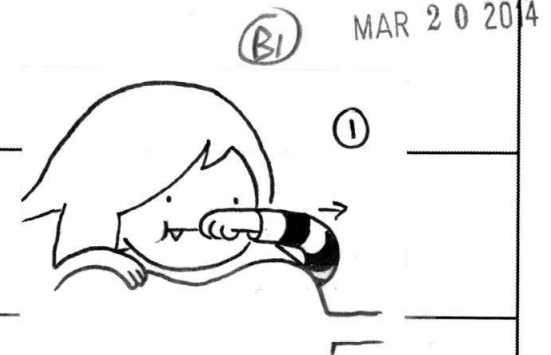
Dialog:

J: (O/S) YES SIR, SOMETIMES THOSE OLD SAILORS
KNOW WHAT THEY'RE TALKING ABOUT...

Action:

- M. scratches nose
cycle ①, ②, ①, ②

Timing:



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Production:

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1025/177

ADVENTURE TIME



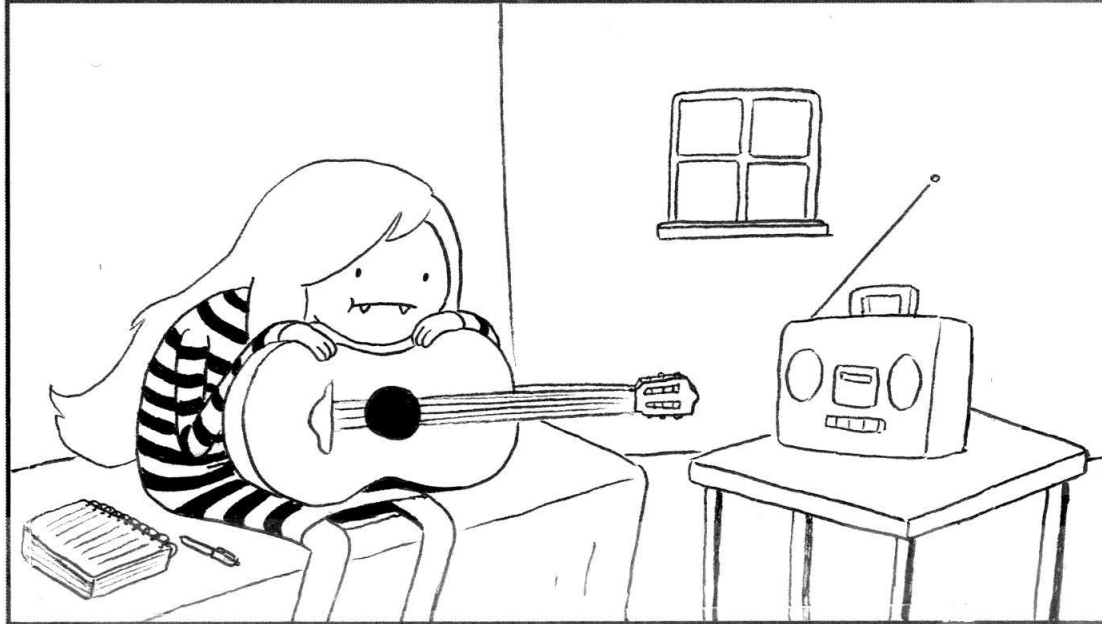
Page 166

Sc. 92 *cont*

Pnl. C

Bg.

day night

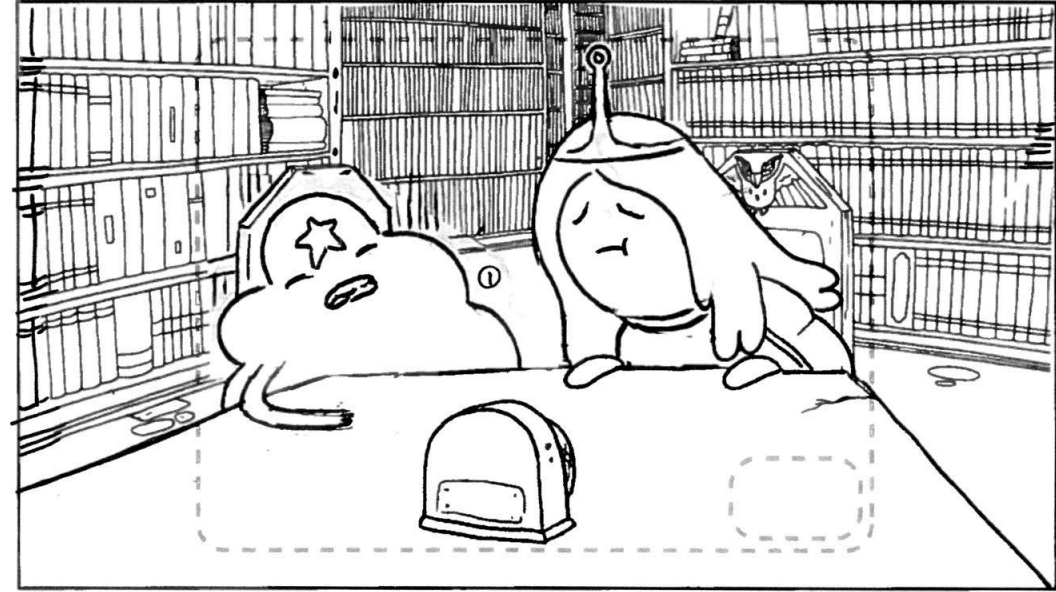


Sc. 93

Pnl. A

Bg.

day night



Cut

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J/ (O/S) IT'S THE TRIUMPH OF EXPERIENCE VERSUS THE
SECOND - HAND VERITIES OF MUSTY ACADEMIC TONES.

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1025/177

Cut

ADVENTURE TIME



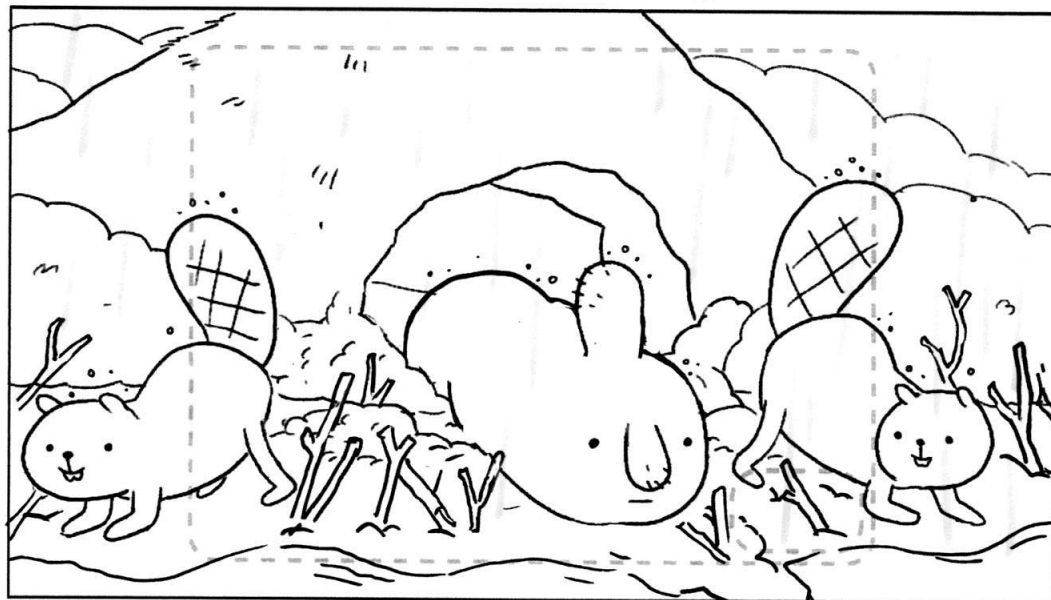
Page 167

Sc. 94

Pnl. A

Bg.

day night

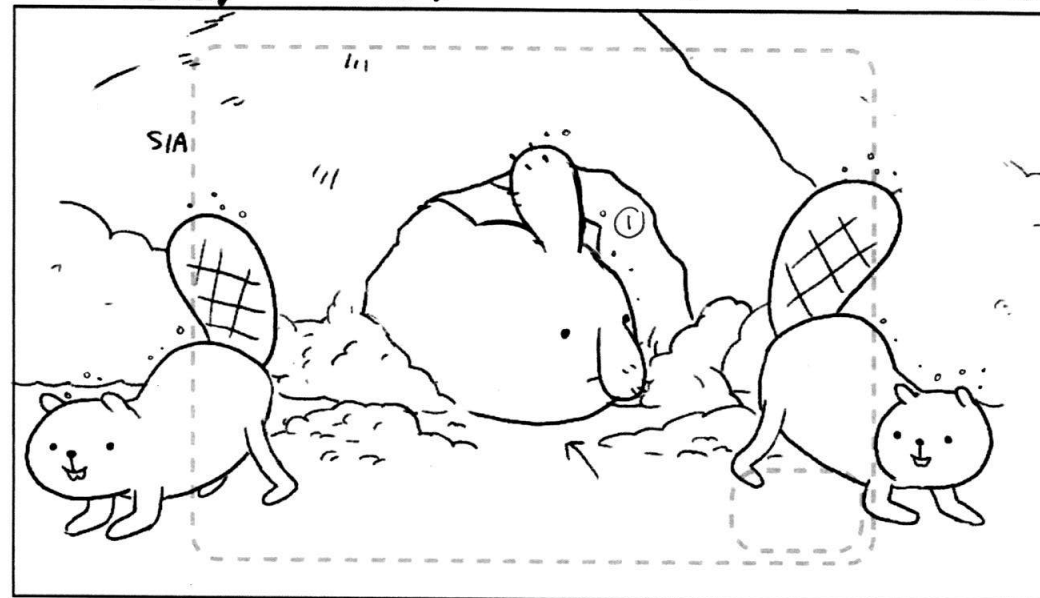


Sc. 94 *CONT*

Pnl. B

Bg.

day night



Dialog:

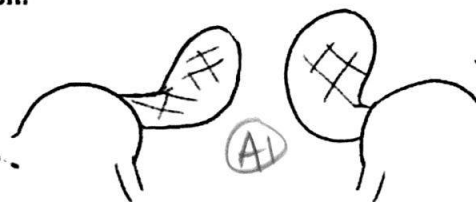
J/ (O/S) THE FEISTY SEA LARD IS PITCHING RIGHT IN TO SAVE THE RABBIT HOLE. --

Action:

- RAIN & WIND CONT'D
- BEAVERS KEEP PATTING MUD
(ABAB)

- SEA LARD SCOOTS INTO
WARREN

Tim...



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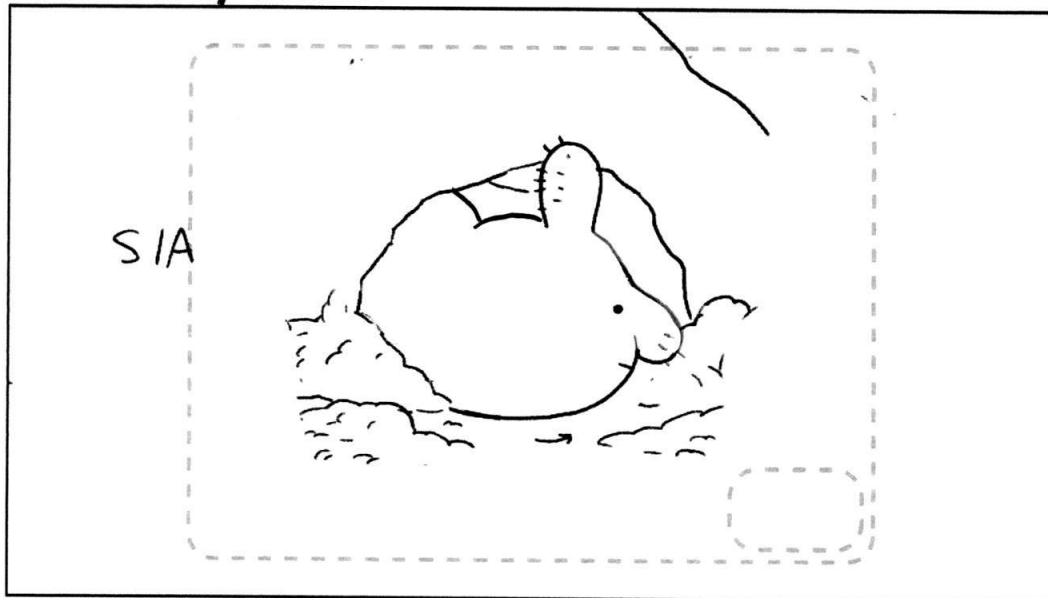
Page 168

Sc. 94 *CONT*

Pnl. C

Bg.

day night

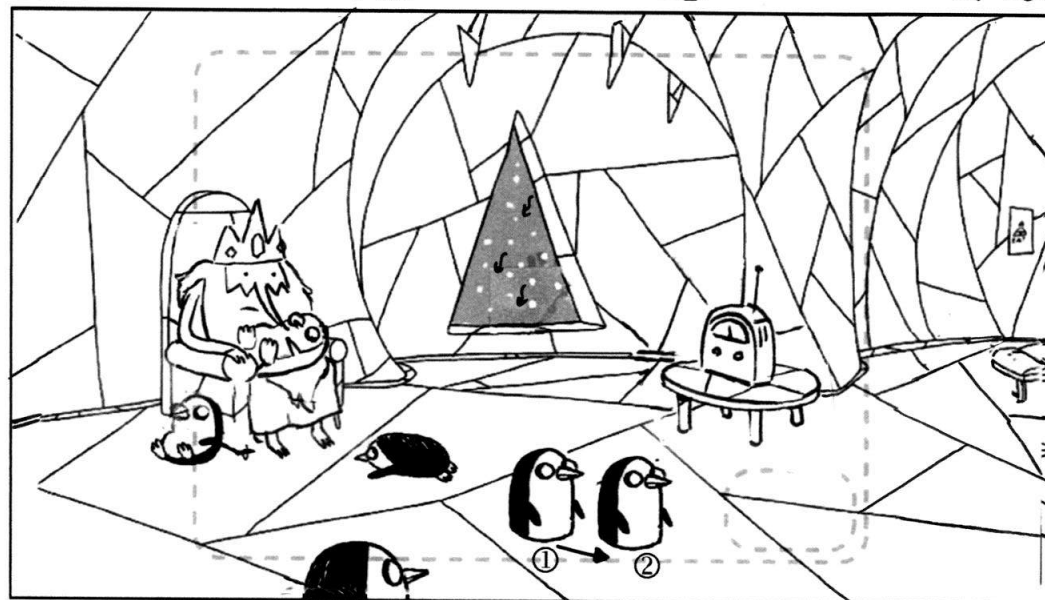


Sc. 95

Pnl. A

Bg.

day night



Dialog:

J/ (O/S) BELYING ITS SLOTHFUL REPUTATION. --

J/ (O/S) SHE USES HER PRODIGIOUS, SWIVELING BEHIND TO INCREASE THE SIZE OF THE HOLE.

Action:

- INT. ICE KINGDOM

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Timing:

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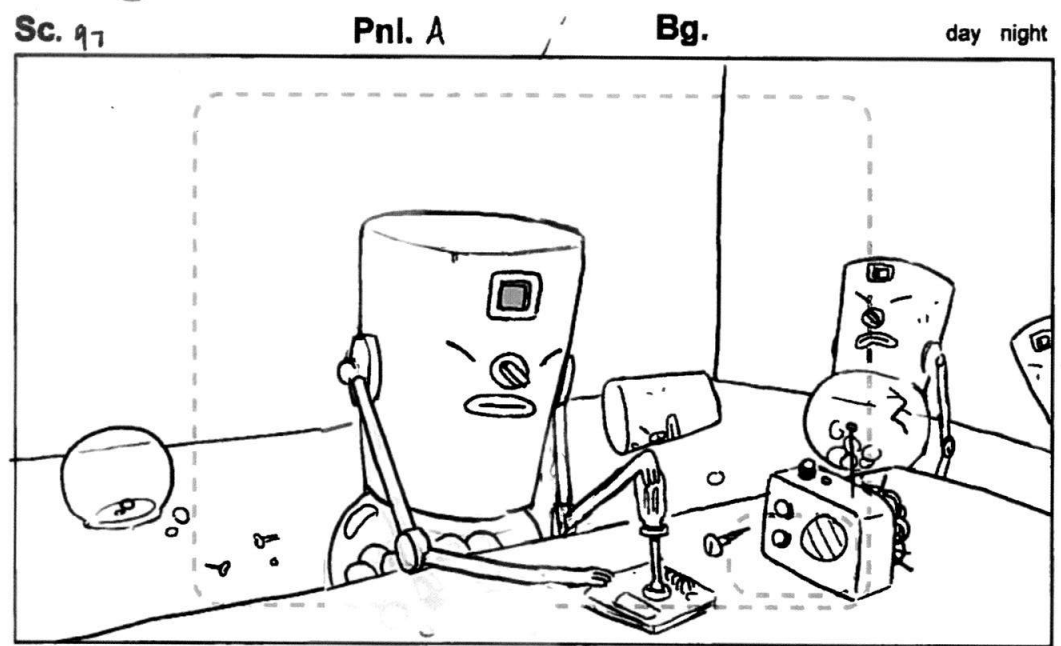
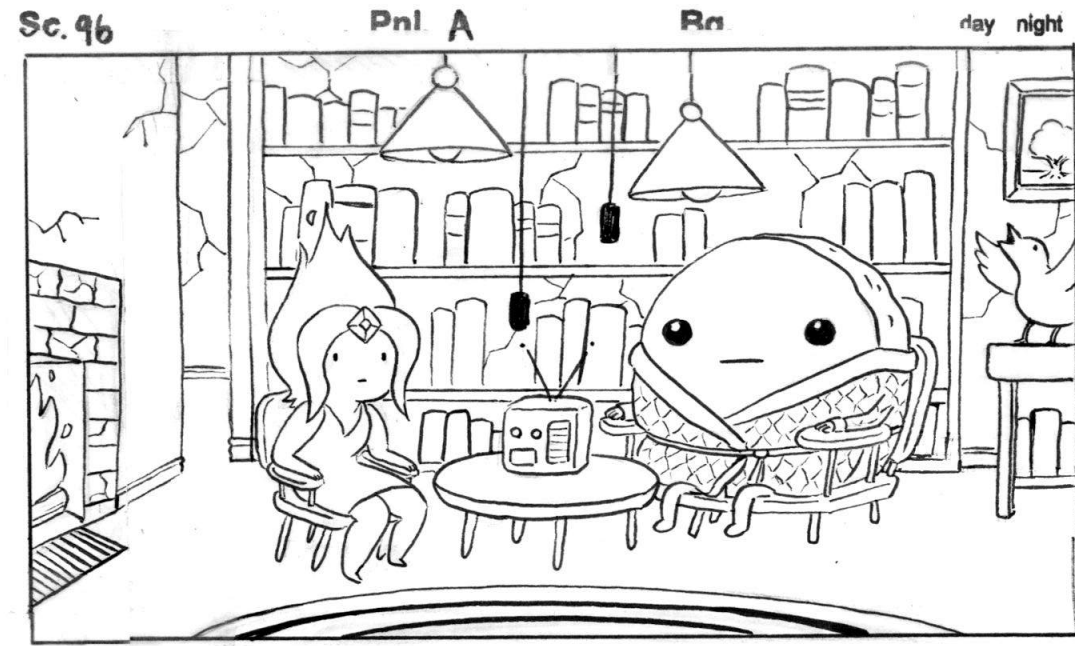
Cut

ADVENTURE TIME



Cut

Page 169



Cut

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Dialog:

J/ (O/S) WHILE THE BEAVERS CONTINUE TO REINFORCE THE SIDES WITH STRAW AND STICK...

SFX/ THWACK THWACK THWACK THWACK

Action:

- FIRE KINGDOM.

Timing:

(A) (A) MAR 20 2014 S/A (A)

Production :

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cut

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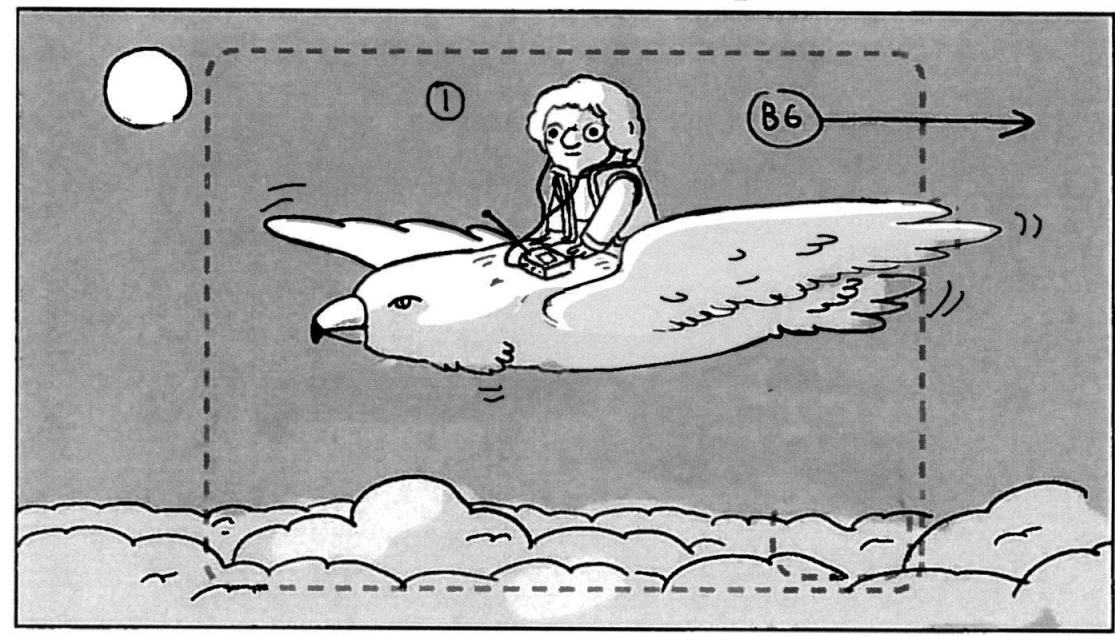


Sc. 98

Pnl. A

Bg.

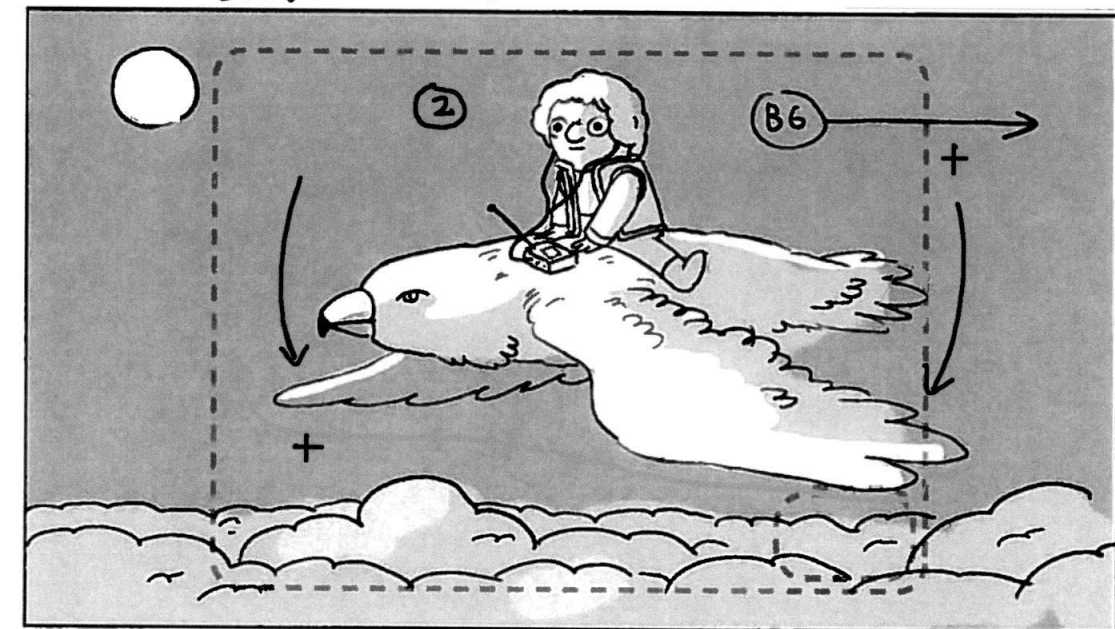
day night



Sc. 98 CONT

Pnl. B

Bg.



Dialog:

J/ (O/S) PALE BEFORE THE NOBLER INSTINCTS OF EVEN OUR MOST HUMBLE KIN ...

Action:

- LEMONHOPE RIDES EAGLE THROUGH NIGHT SKY, HIGH ABOVE THE CLOUDS.

Timing:

CYCLE
①, ②, repeat



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NO SC
100

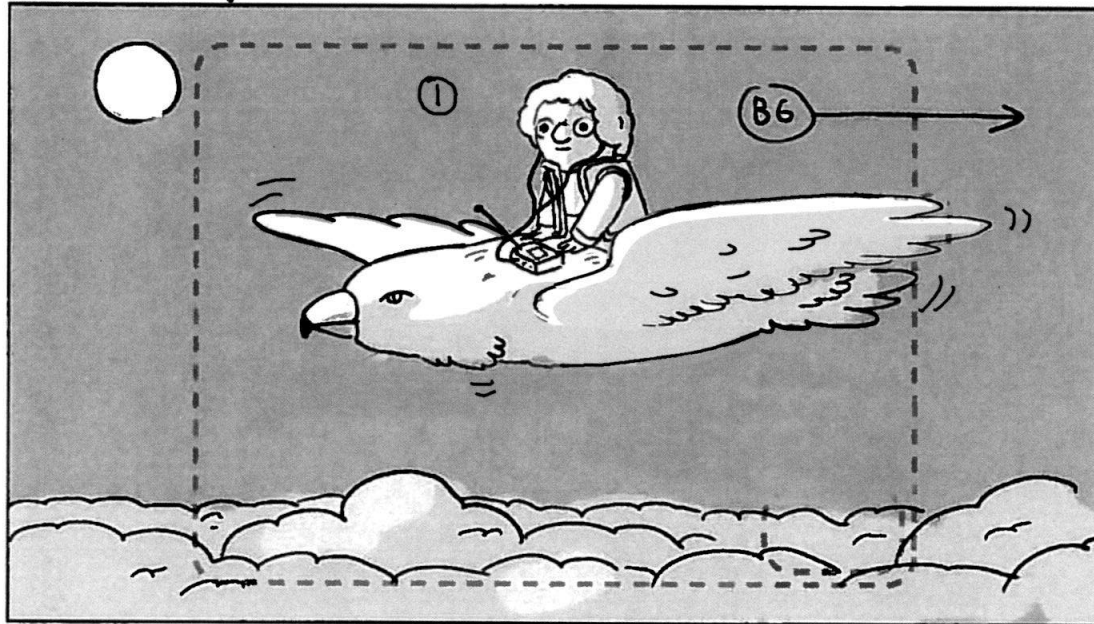
Page 170 A
171NEL
day night

Sc. 98 *CONT*

Pnl. C

Bg.

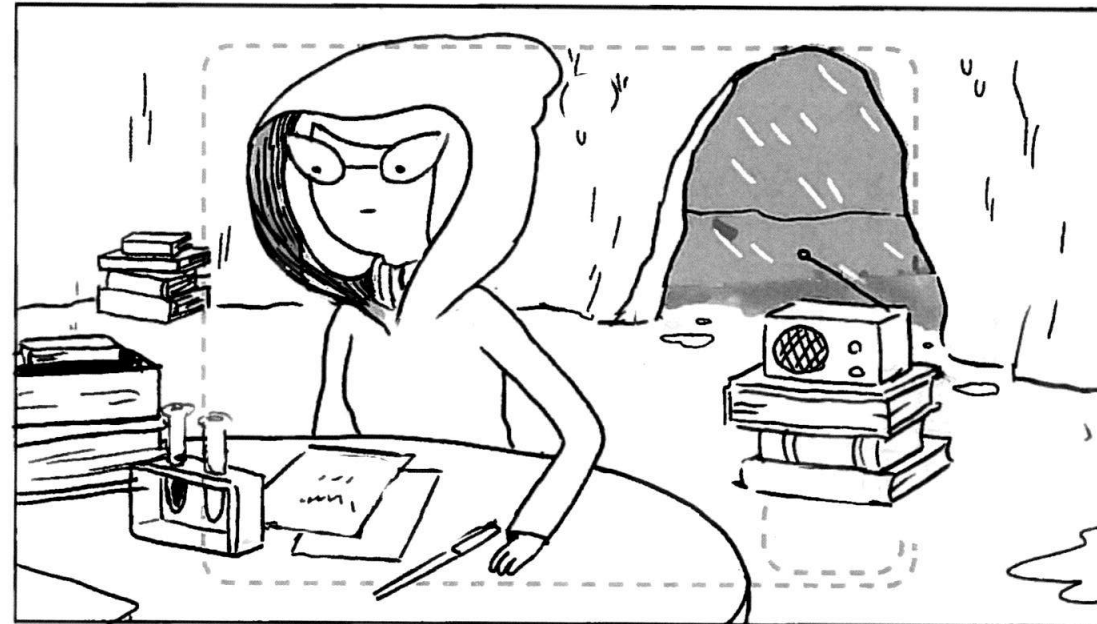
day night



Sc. 99

Pnl. A

Bg.



Dialog:



Action:

Timing:

CYCLE
①, ②, repeat

(O/S)
SFX / THWACK THWACK THWACK

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BETTY TURNS
TOWARDS RADIO.



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ADVENTURE TIME



Cut

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
101	A			

Dialog:	(o/s) SFX/ THWACK THWACK THWACK	(o/s) SFX/ THWACK THWACK THWACK
Action:	- JAMESES WAIT IN THE DESERT.	
Timing:	MAR 20 2014	

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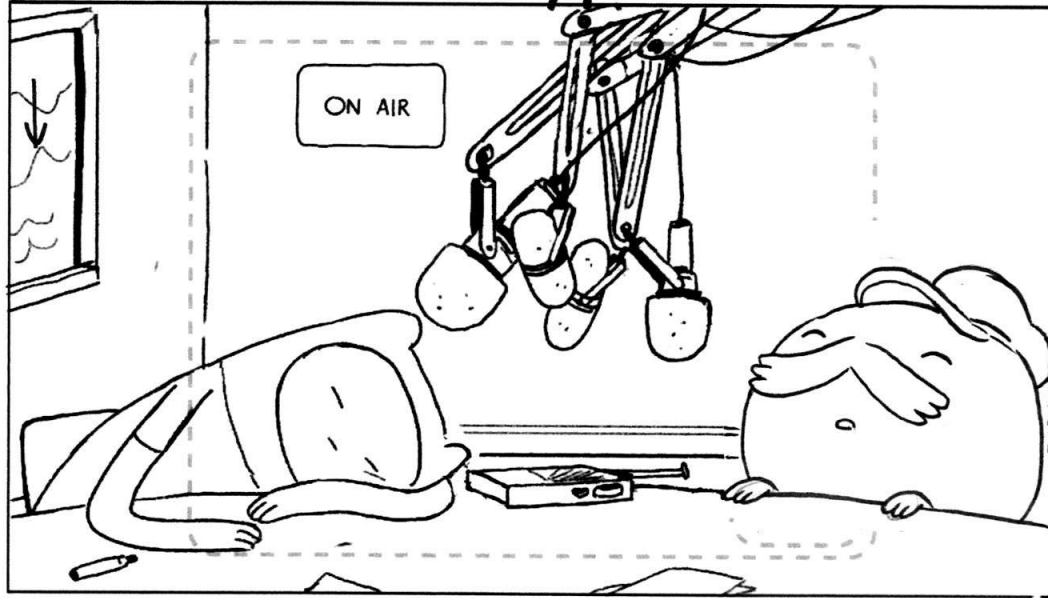
Sc. 102

Pnl.

A

Bg.

day night



Sc. 102

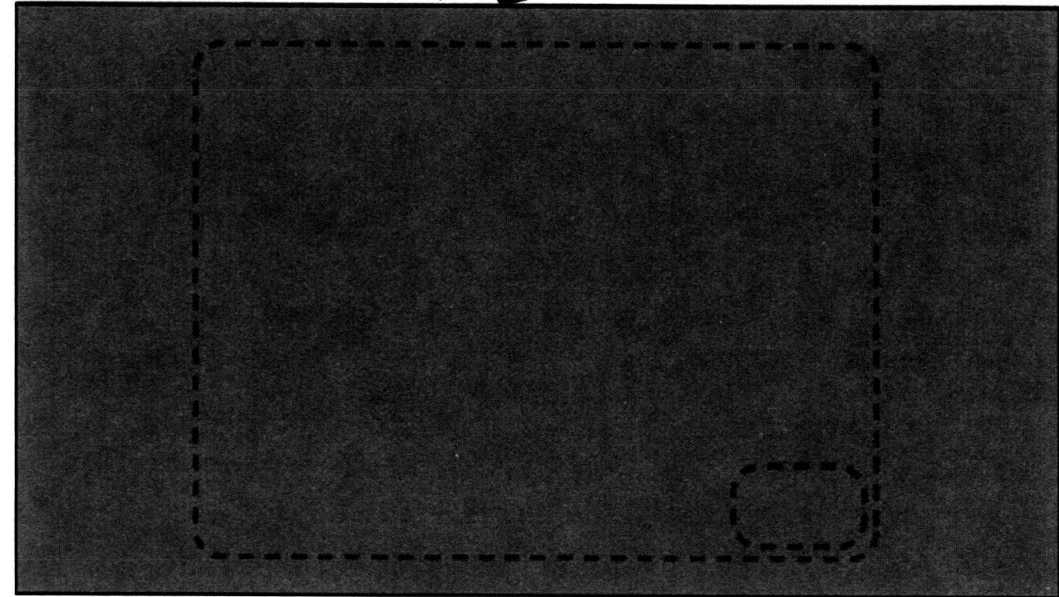
CONT

Pnl.

B

Bg.

day night



Dialog:

(O/S)
SFX / THWACK THWACK THWACK

FADE OUT

(Black Fr)

Action:

FADE TO BLACK

MAR 20 2014

Timing:

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Production :

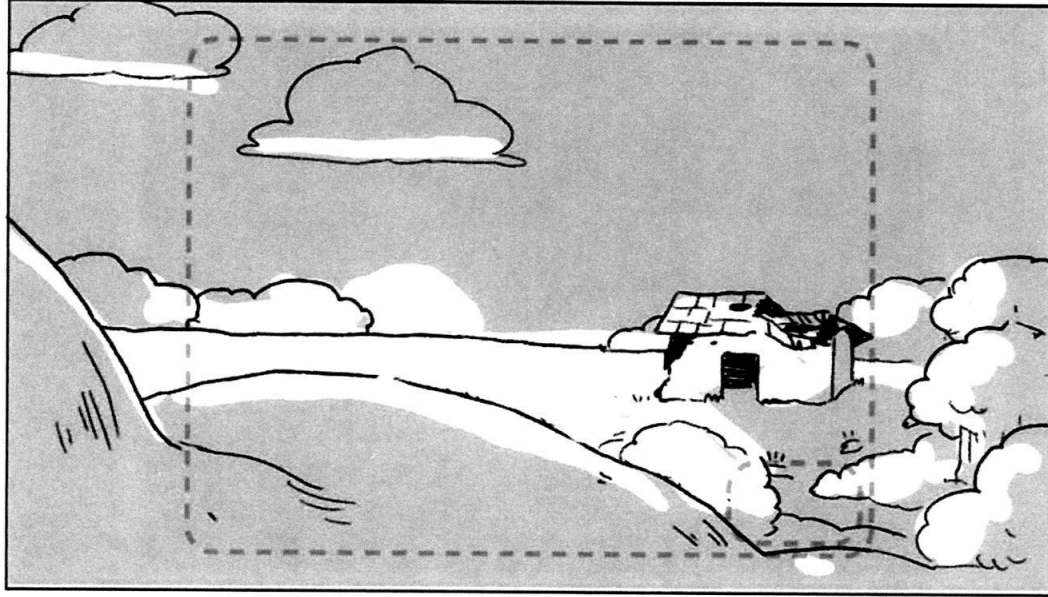
1025/177

Cut
71

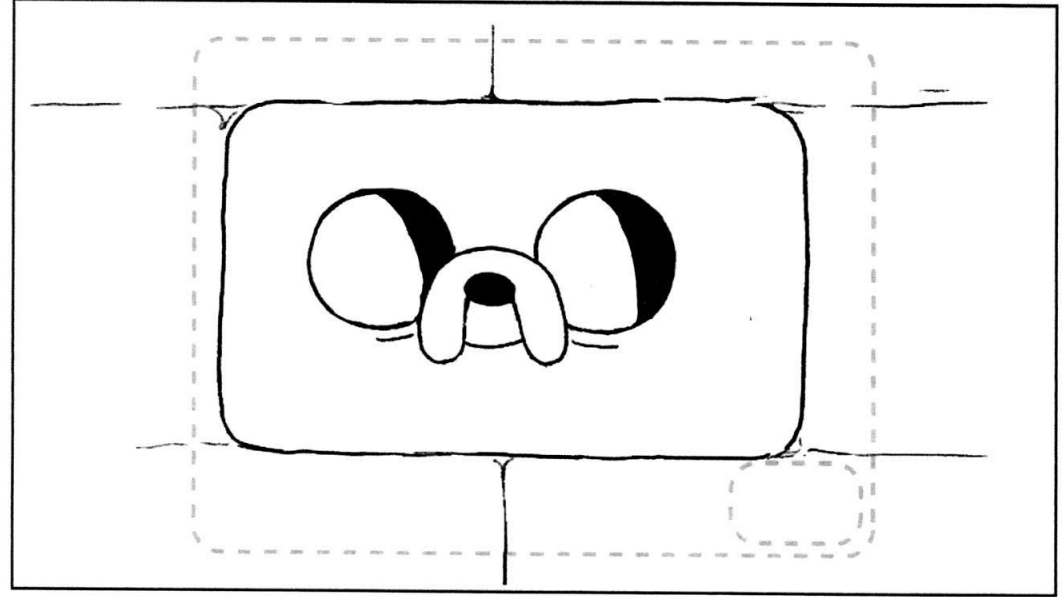
ADVENTURE TIME



Sc. 103 Pnl. A Bg. day night



Sc. 104 Pnl. A Bg. day night



Dialog:	
Action:	<p>— FADE IN, EARLY MORNING</p> <p>MAR 20 2014</p>
Timing:	

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Cut

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Sc. 104 *CONT*

Pnl. B

Bg.

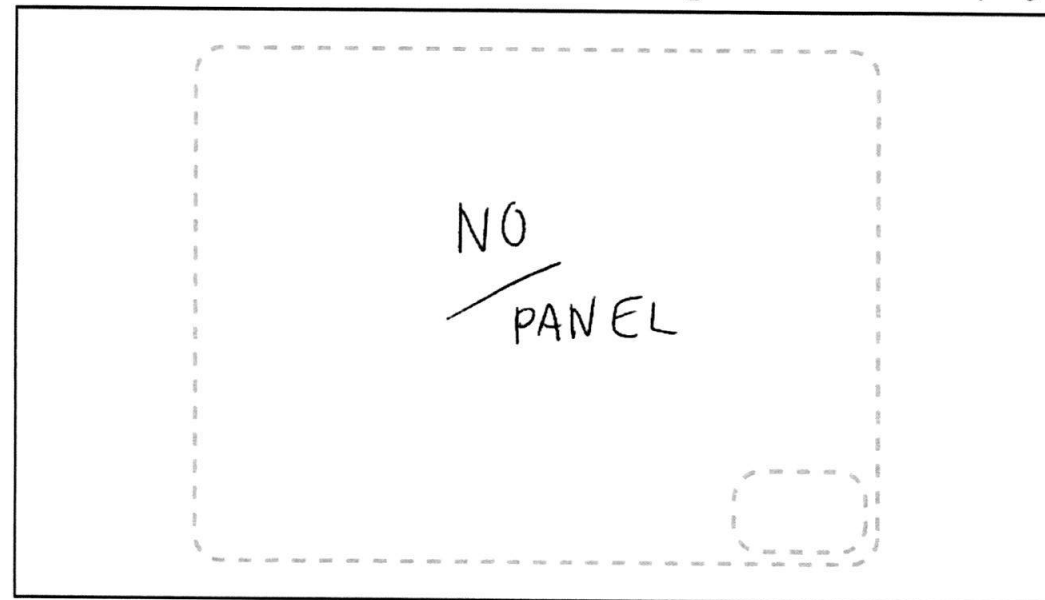
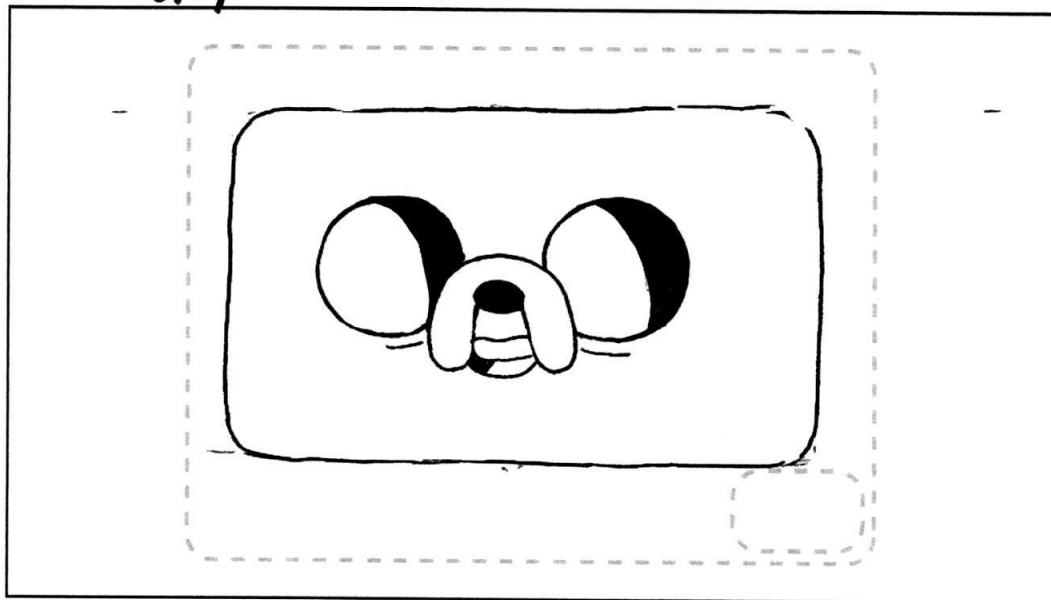
day night

Sc.

Pnl.

Bg.

day night



Dialog:

J/ IN THE MORNING LIGHT ...

Action:

Timing:

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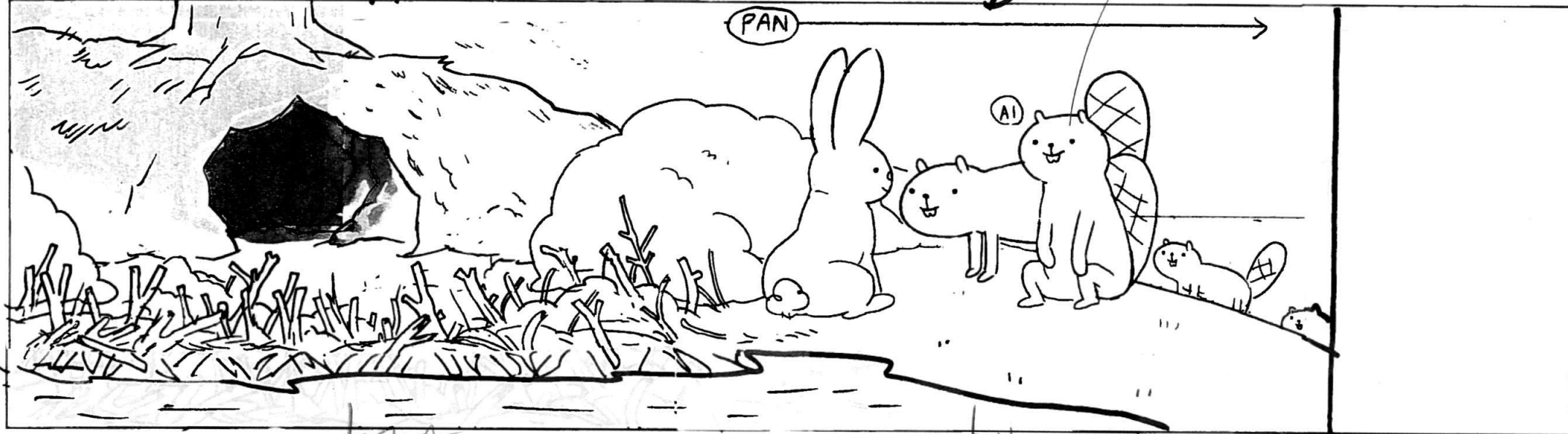
Sc. 105

Pnl. A

Bg.

day night

day night



Dialog:

1/ (O/S) FEW SIGNS REMAIN OF THE SUMMER STORM THAT BATTERED THIS IDYLIC GLEN...

Action:

- PAN RIGHT, B #1 NODS TO BUNNY

Timing:



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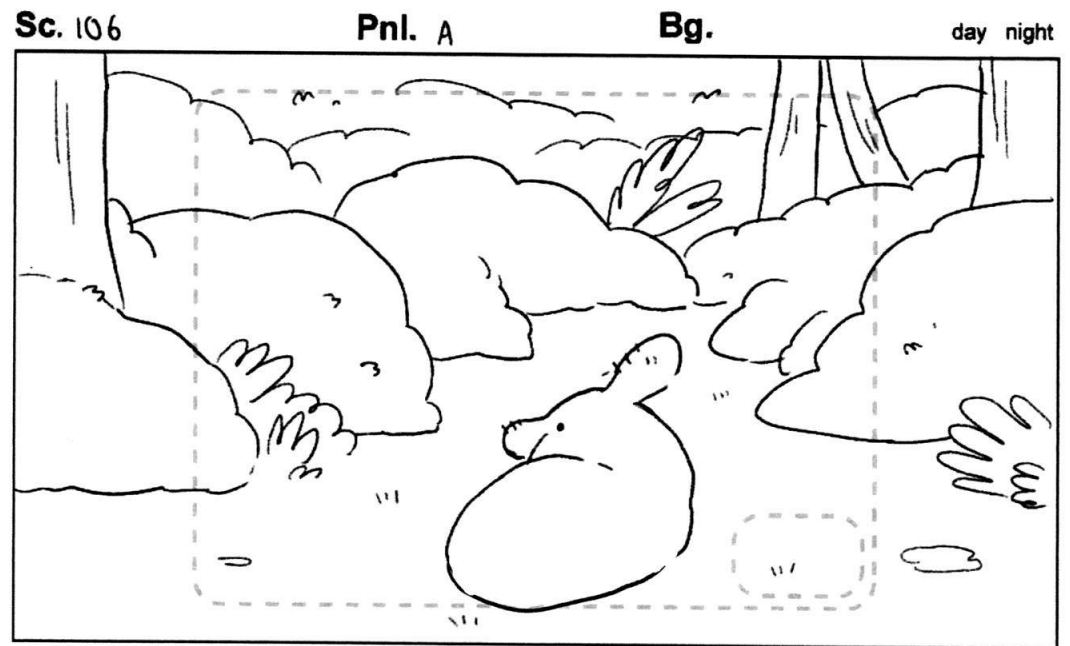
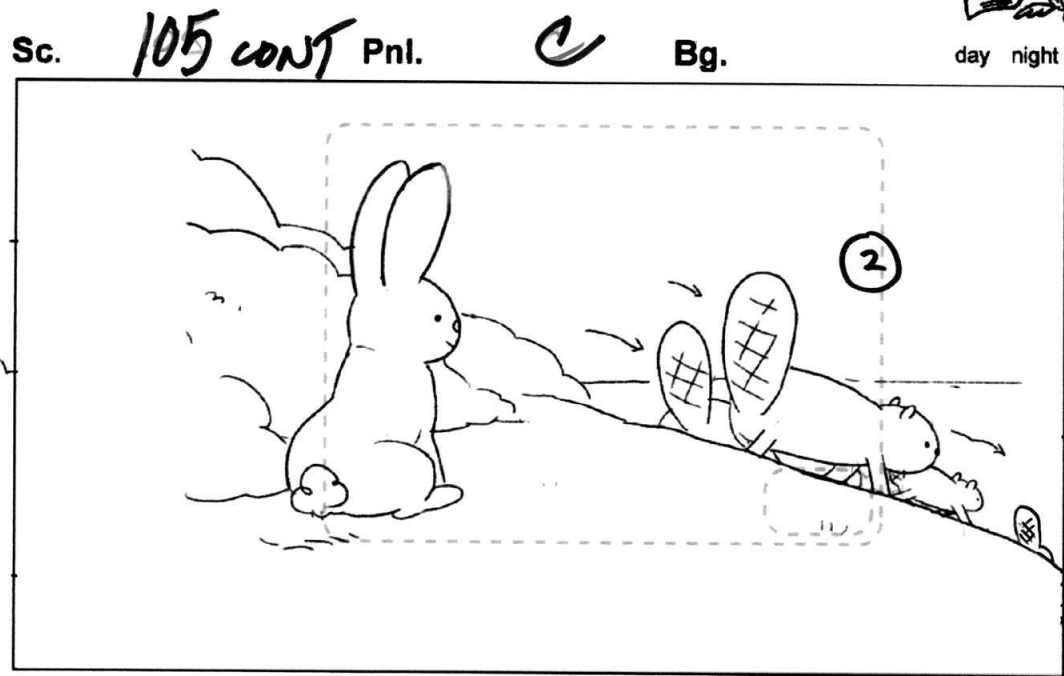
1025/177

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ADVENTURE TIME



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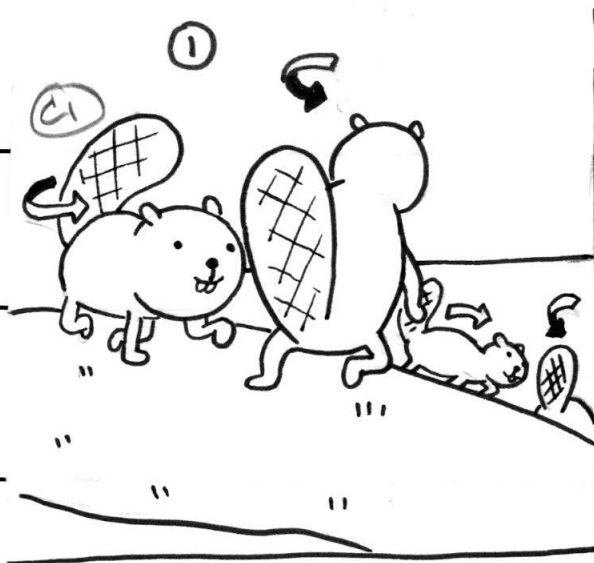
Dialog:

J/ (O/S) THE BEAVERS ARE FINISHED WITH THEIR WORK AND ARE
HEADING HOME ... PROBABLY GONNA MAKE SOME BREAKFAST.

Action:

- BEAVERS WALK AWAY OVER HILL.

Timing:



MAR 20 2014

1025-177

EPISODE #

Production :

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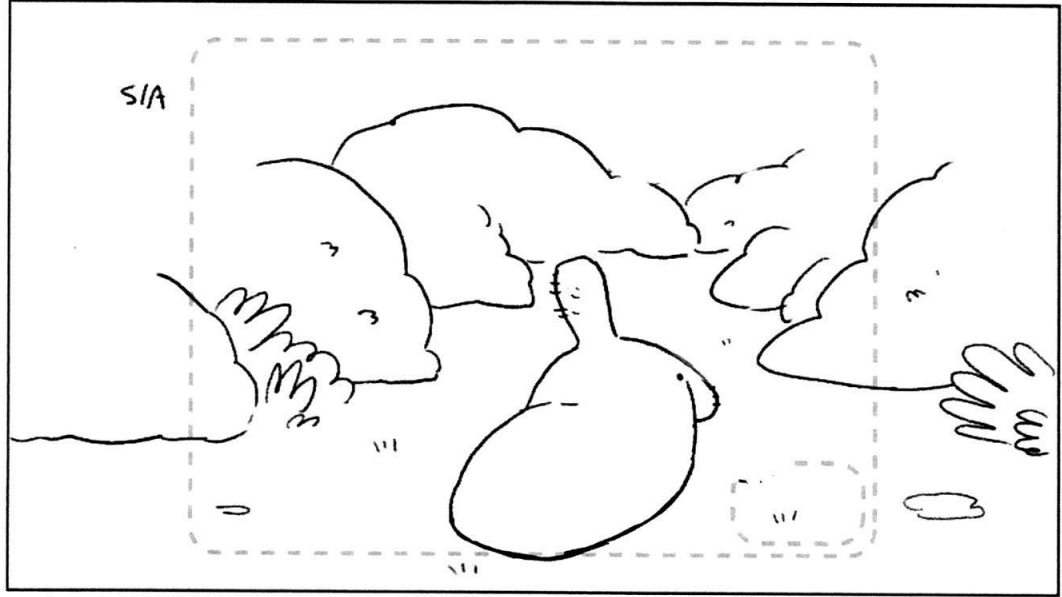
1025/177

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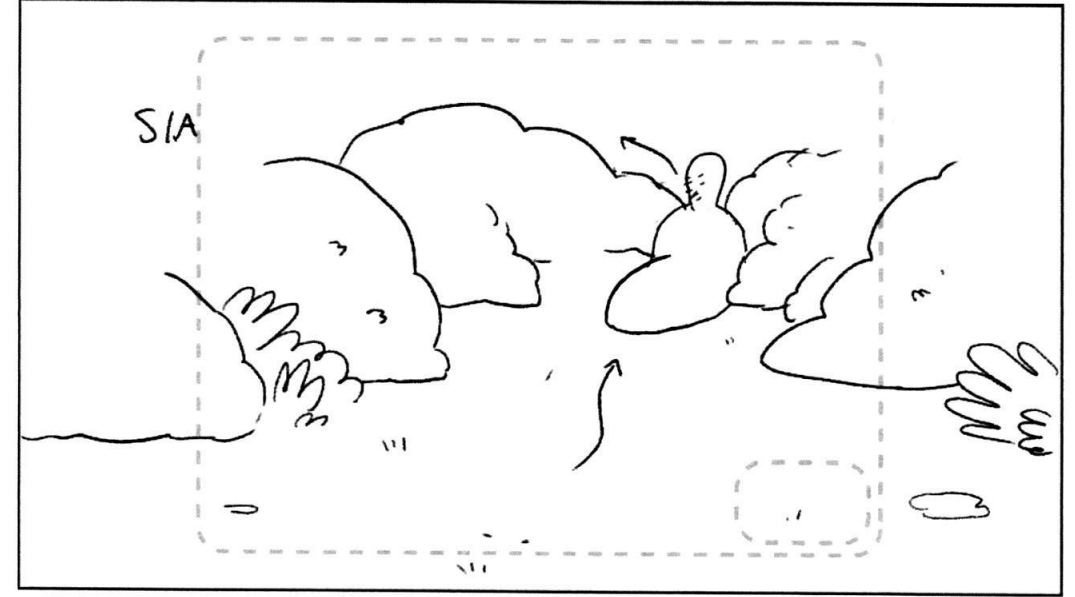
ADVENTURE TIME



Sc. 106 *CONT* Pnl. B Bg. day night



Sc. 106 *CONT* Pnl. C Bg. day night



Dialog:

J: (O/S) THE SEA LARD LOOKS LIKE SHE'S GONNA GO WANDER THE WOODS FOR A WHILE.

J: (O/S) MAYBE SHE'LL FIND HER WAY BACK TO THE OCEAN--

Action:

BI S L LOOKS AROUND AS IF LOST

SEA LARD WORMS AWAY TOWARDS BUSHES.

MAR 20 2014

Timing:

① ②

CYCLE Waddle w/ move FWD

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ADVENTURE TIME

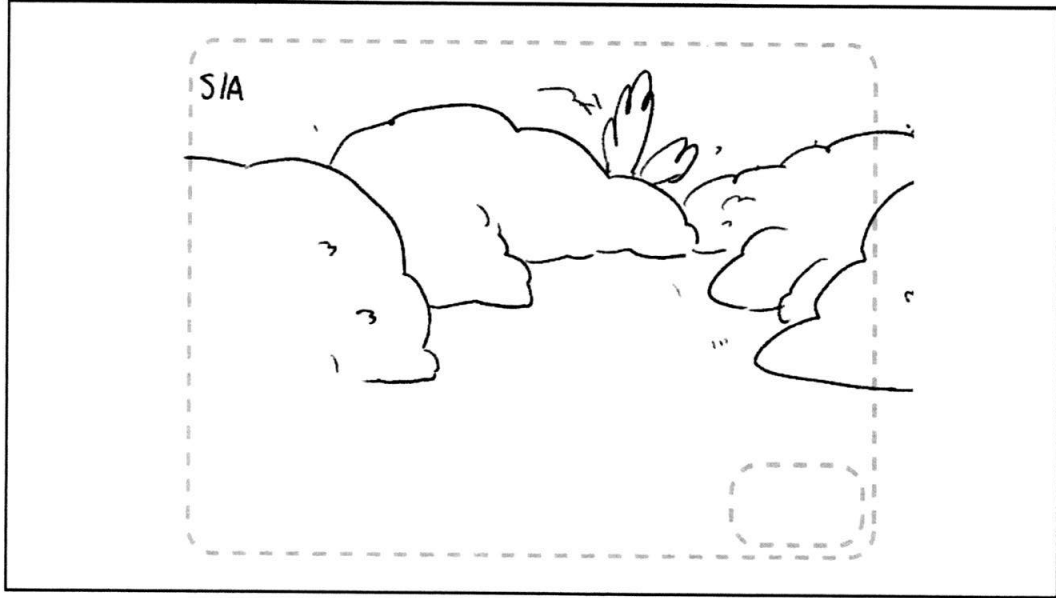


Page 178

Sc. 106 *CONT* Pnl. D

Bg.

day night

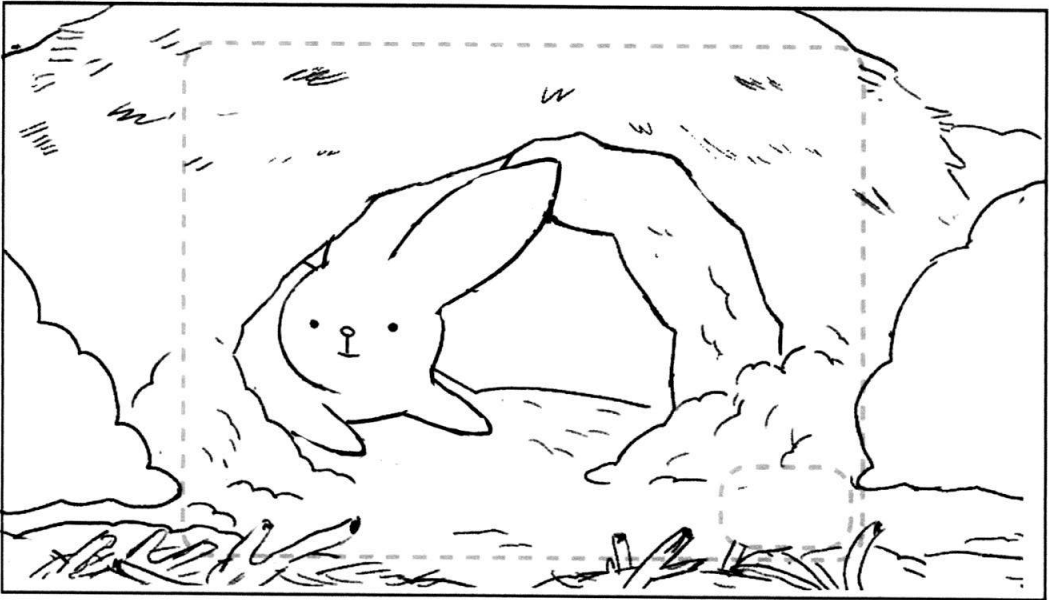


Sc. 107

Pnl. A

Bg.

day night



Dialog:

*J: (s) AND WRITE A NOVEL ABOUT
HER EXPERIENCES.*

Action:

- SEA LARD DISAPPEARS IN BUSHES

MAR 20 2014

Timing:

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ADVENTURE TIME



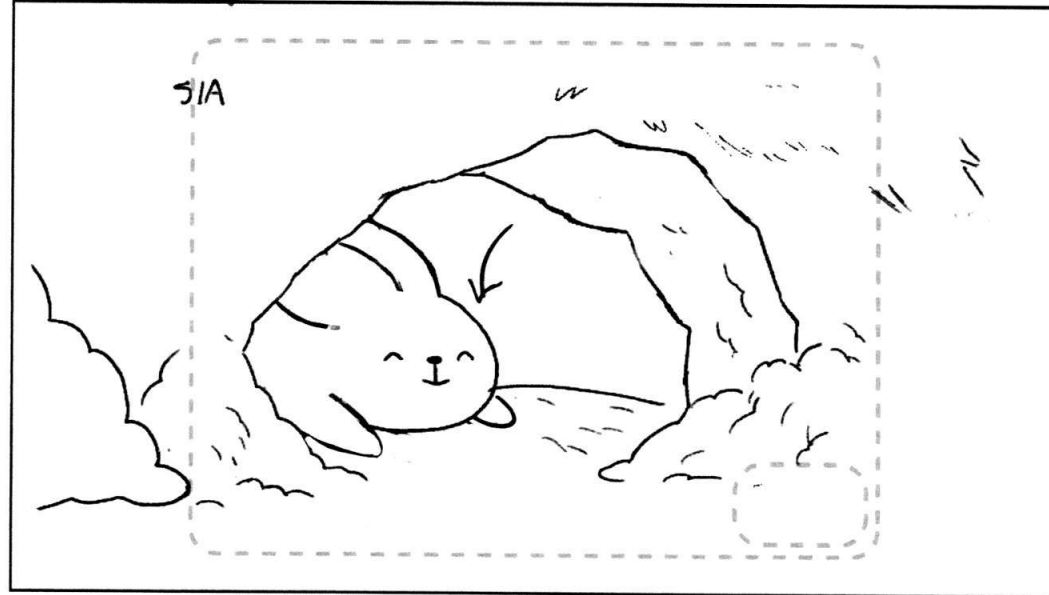
Page 179

Sc. 107 *CONT*

Pnl. *B*

Bg.

day night

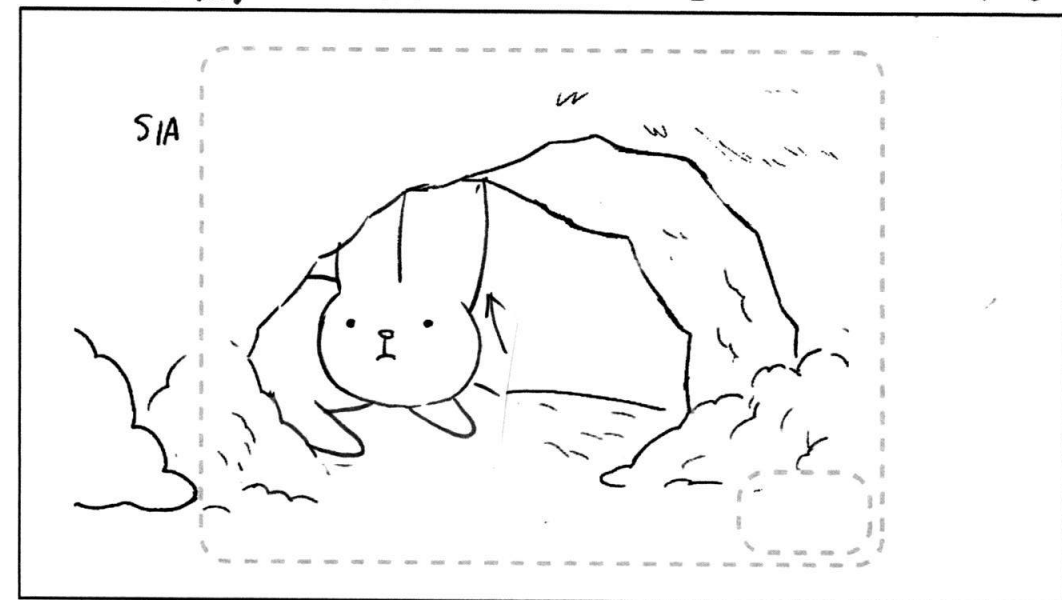


Sc. 107 *CONT*

Pnl. *C*

Bg.

day night



Dialog:

J/ (O/S) MR BUNNY IS EXHAUSTED, BUT CAN REST EASY KNOWING HIS HOME IS SECURE

SFX/ RUSTLE RUSTLE

J/ (O/S) BUT ALAS, THE BUNNY'S REST IS SHORT - LIVED.

Action:

- BUNNY SETTLES IN.

Timing:

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EPISODE #

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Production :

1025/177

Cut

ADVENTURE TIME



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Sc. 108

Pnl. A

Bg.

day night



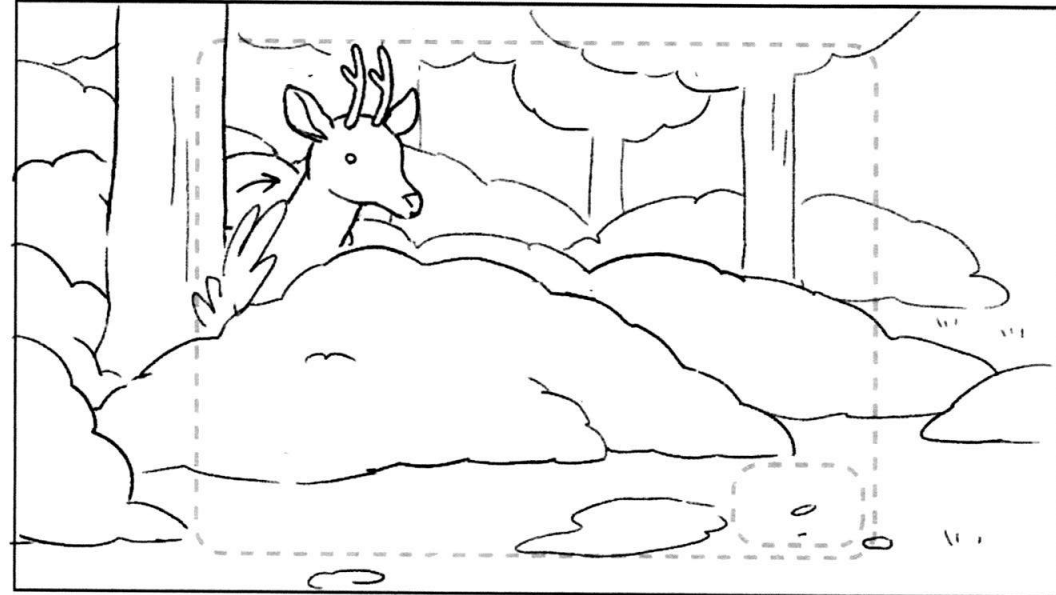
Sc. 108

CONT

Pnl. B

Bg.

day night

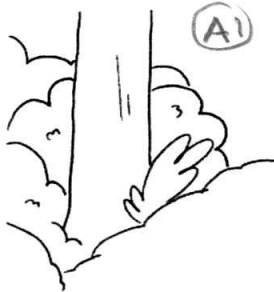


Dialog:

SFX / RUSTLE RUSTLE

J / (O/S) (OMINOUS) THE DEER IS BACK.

Action:



BUSH SHAKING (A B A B)

- DEER COMES INTO VIEW

Timing:

MAD 9 11 2014

Production :

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EPISODE #

1025/177

1025/177

1025/177

Cut

ADVENTURE TIME



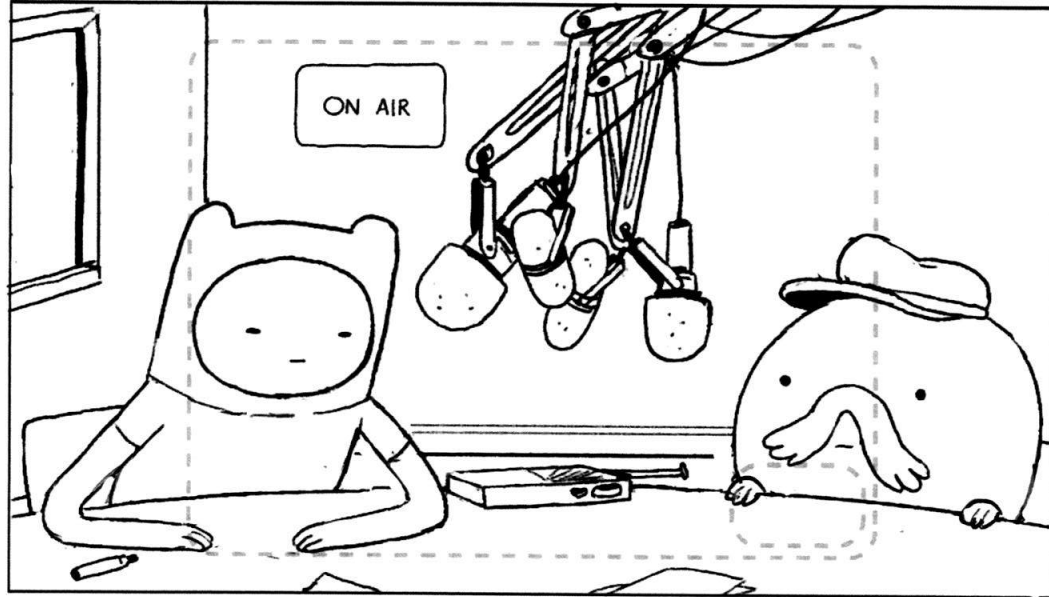
Page 181

Sc. 109

Pnl. A

Bg.

day night



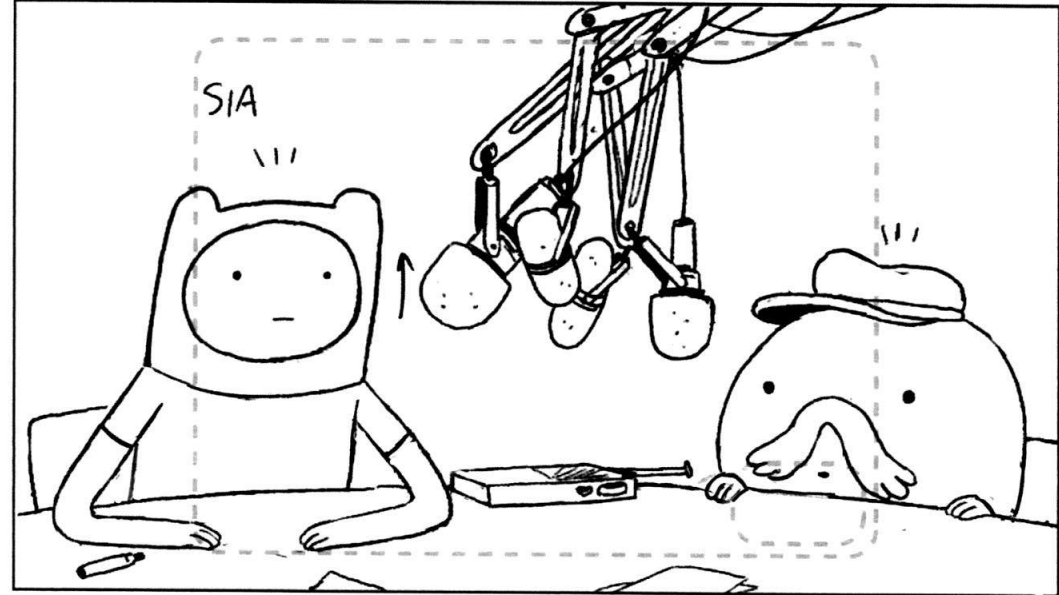
Sc. 109

CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

MAR 20 2014

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ADVENTURE TIME



Cut

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Sc. 109 *CONT*

Pnl. *C*

Bg.

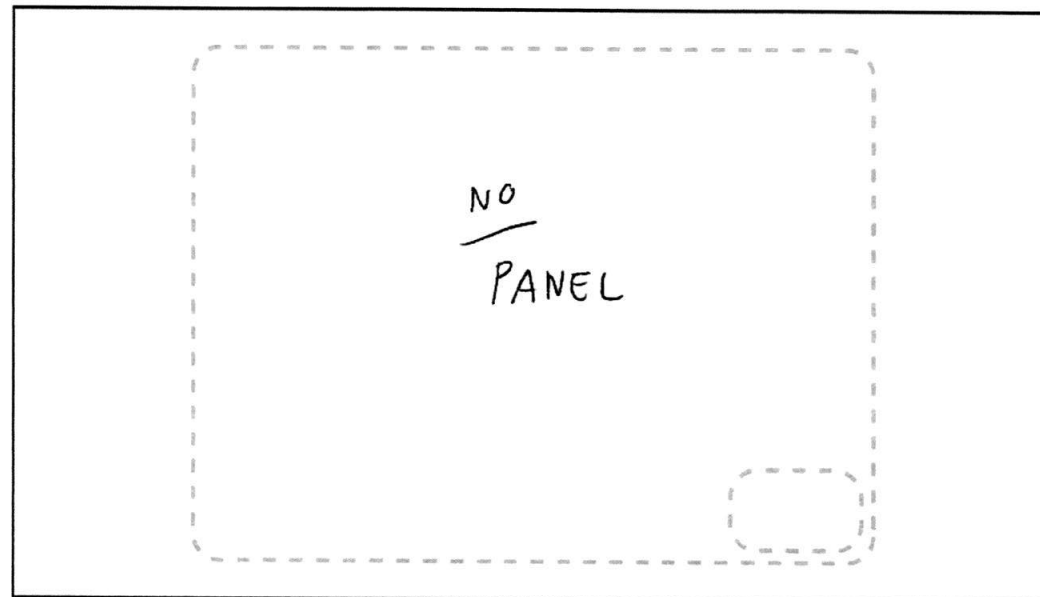
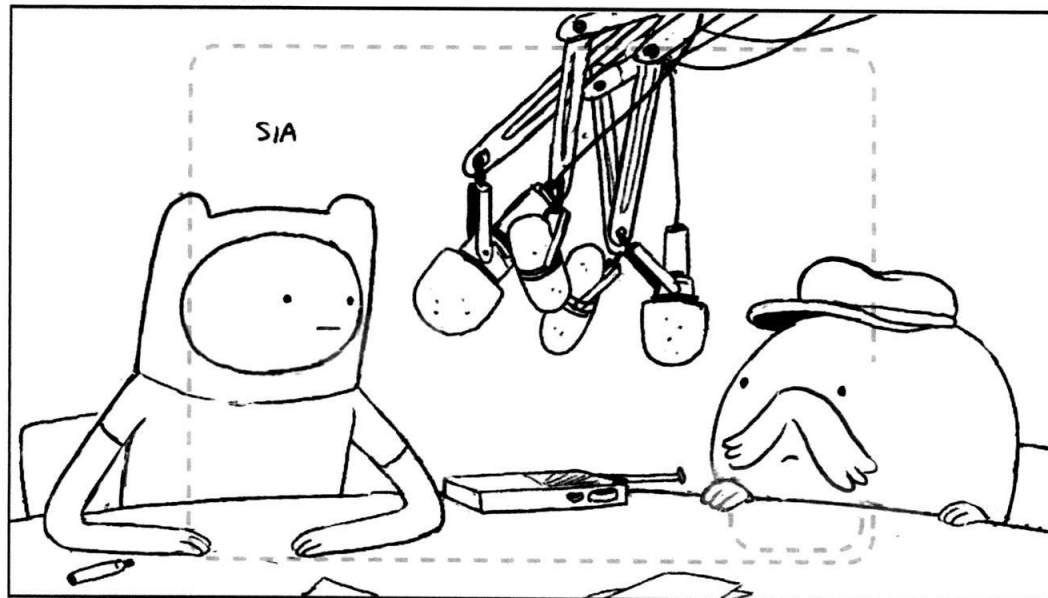
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- F + STARCHY LOOK AT EACH OTHER

Timing:

MAR 20 2014

1025-177

EPISODE #

Production :

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1025/177

Cut

ADVENTURE TIME



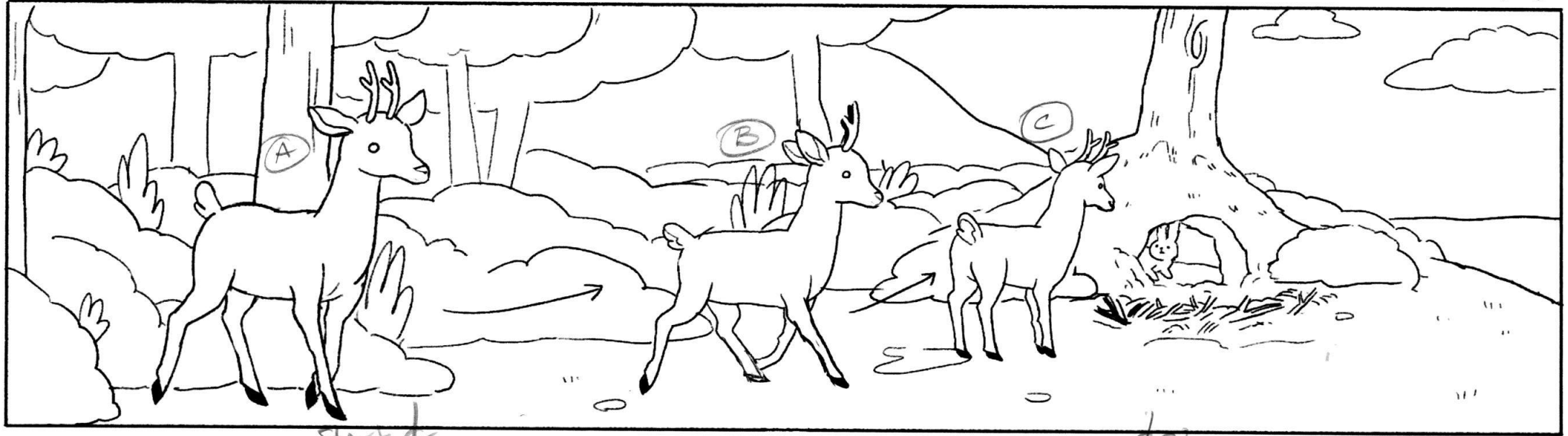
Hu
cut

Sc. 110

Pnl. A

Bg.

day night



Dialog:	
pano →	
Action:	- PAN W/ DEER. — DEER SLOWLY WALKS TO WARREN, ALL IS QUIET, NO SOUNDS EXCEPT QUIET NATURE NOISES LIKE A NATURE DOCUMENTARY RIGHT BEFORE STUFF GOES DOWN.
Timing: 0 2014

1025-177

EPISODE #

Production :

1025/177

1025/177

He
Cut

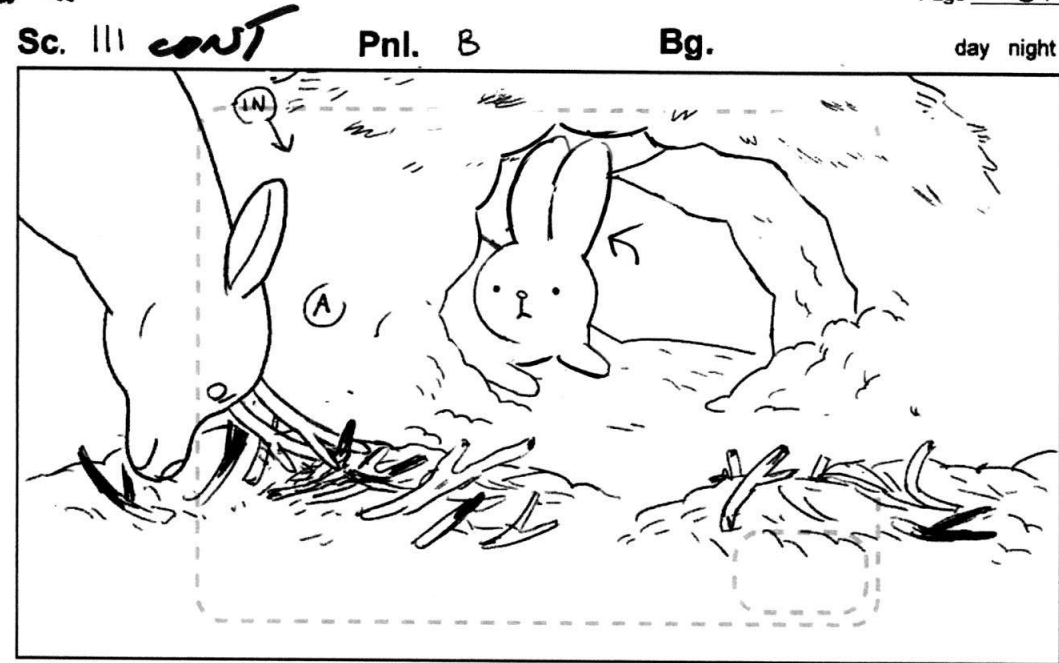
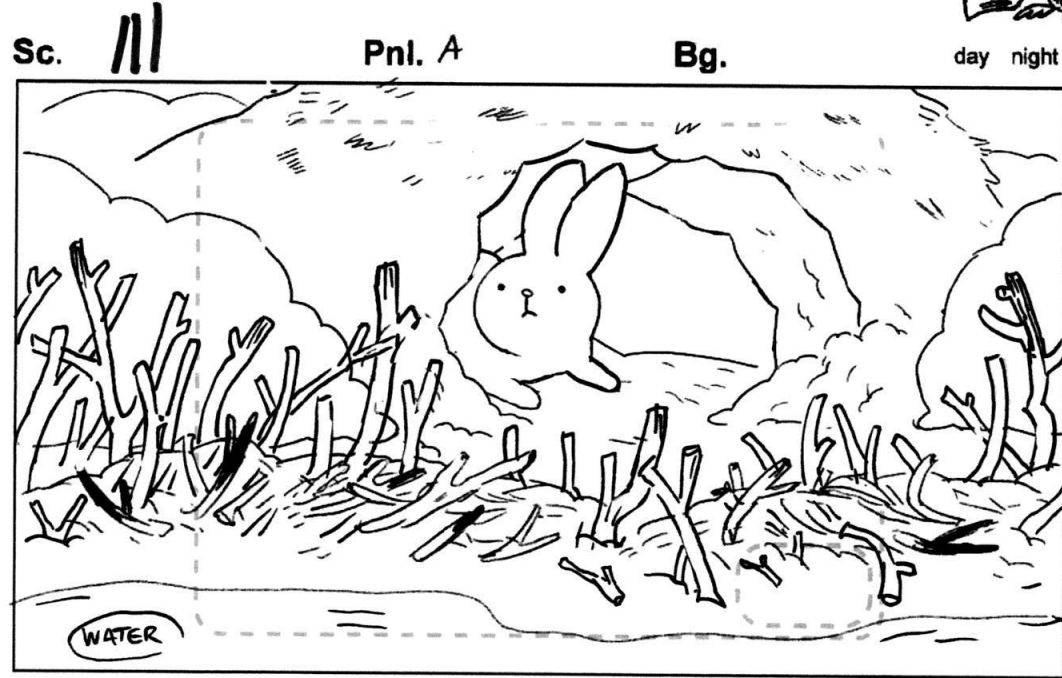
ADVENTURE TIME



NO SC
112

Page 184

He
Cut



Dialog:	
Action:	
Timing:	

SFX/* BUCK BUCK *

DEER LEANS IN AND BUCKS STICKS

MAR 20 2014

1025-177

EPISODE #

Production :

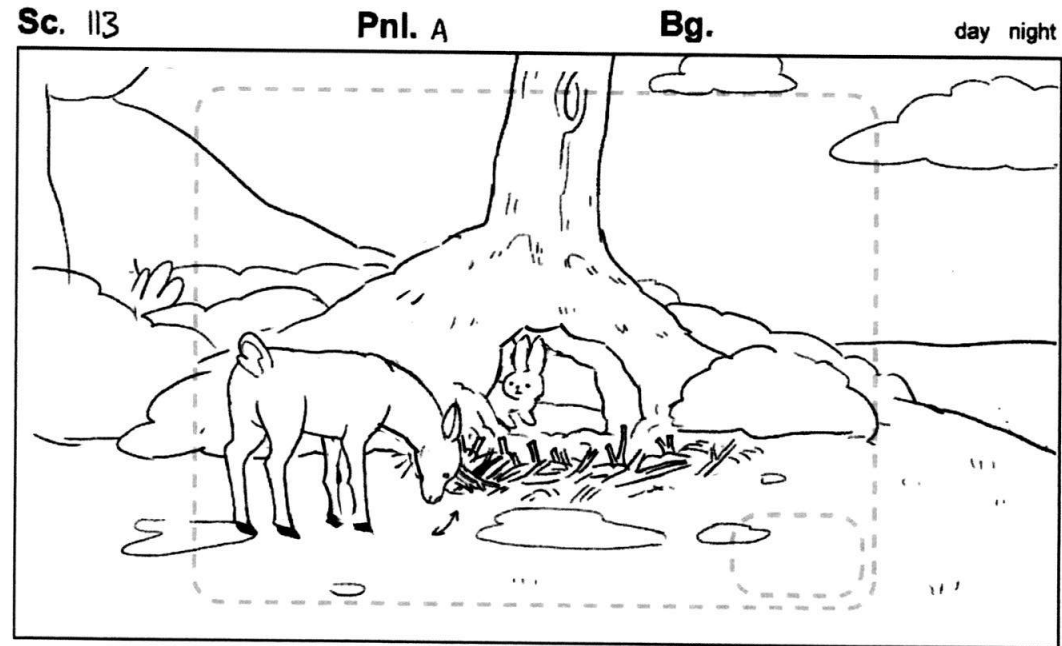
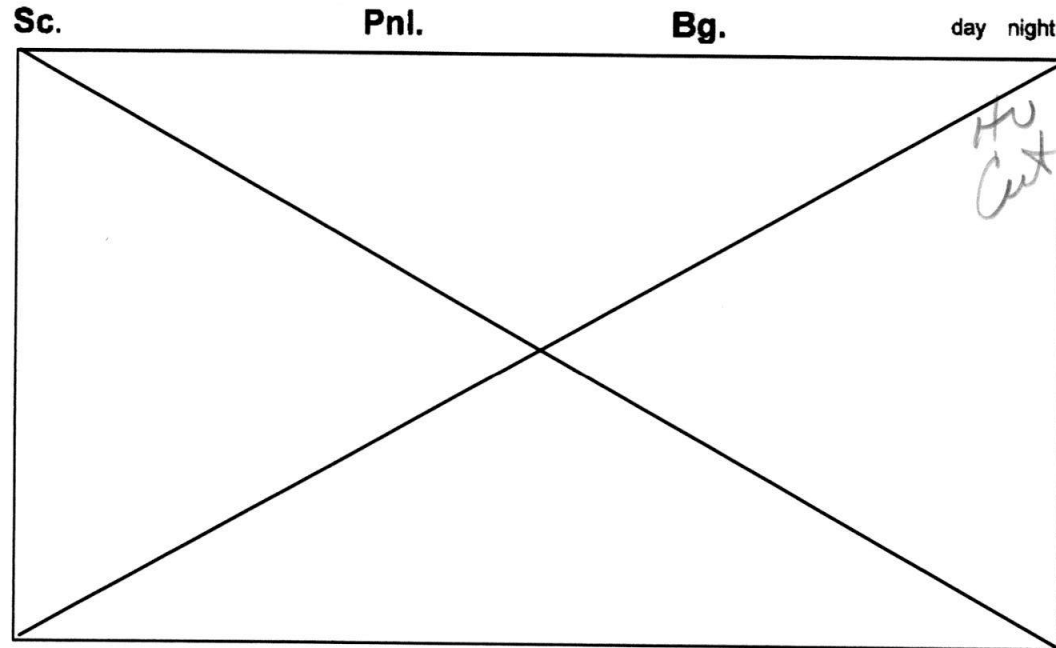
1025/177

1025/177

ADVENTURE TIME



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Dialog:	
Action:	SFX/ BUCK BUCK
Timing:	MAR 20 2014

1025-177

EPISODE #

Production :

1025/177

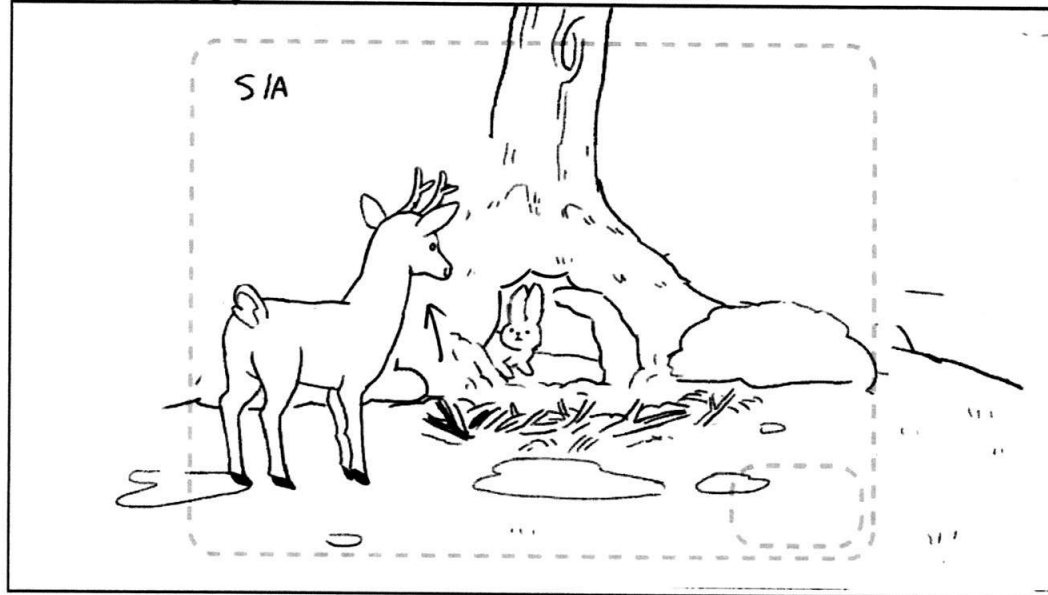
1025/177

ADVENTURE TIME

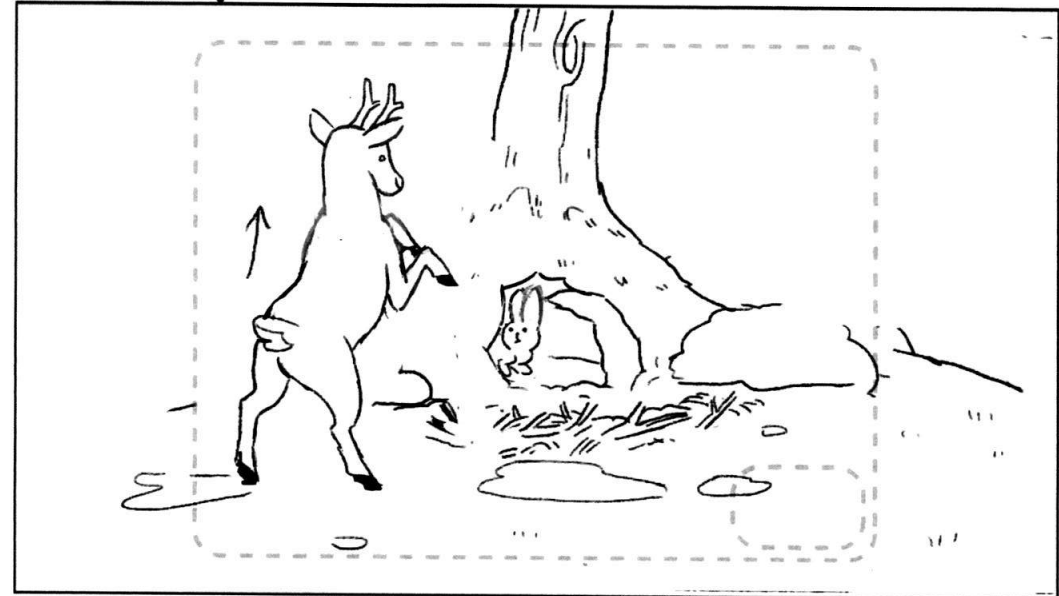


Page 186

Sc. 113 *CONT* Pnl. 8 Bg. day night



Sc. 113 *CONT* Pnl. c Bg. day night



Dialog:	
Action:	- DEER RAISES HEAD.
	- DEER REARS BACK
Timing:	MAR 20 2014

1025-177

EPISODE #

Production :

1025/177

ADVENTURE TIME



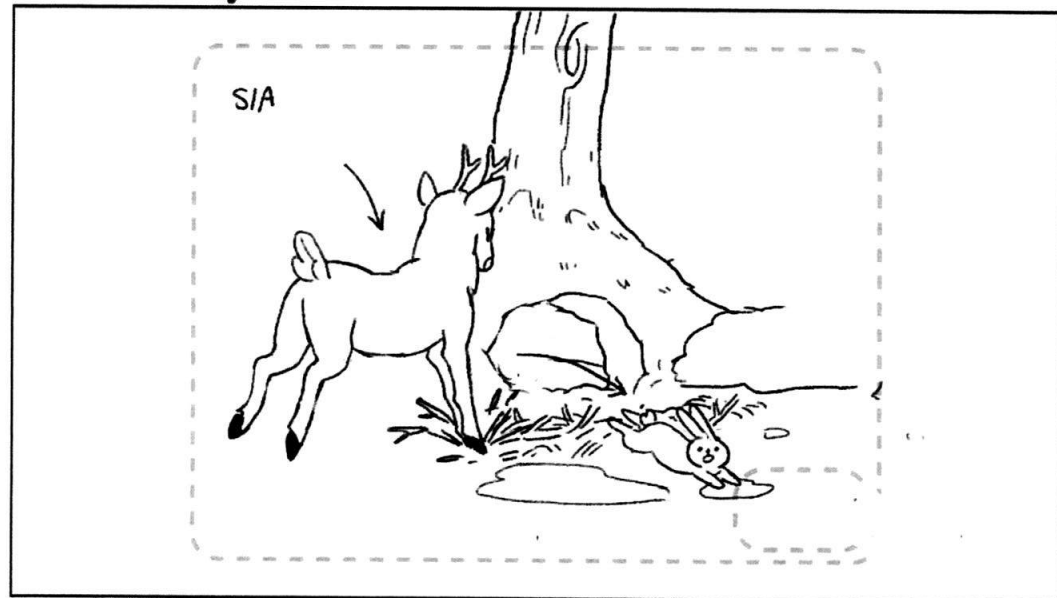
Page 187

Sc. 113 *CONT*

Pnl. D

Bg.

day night

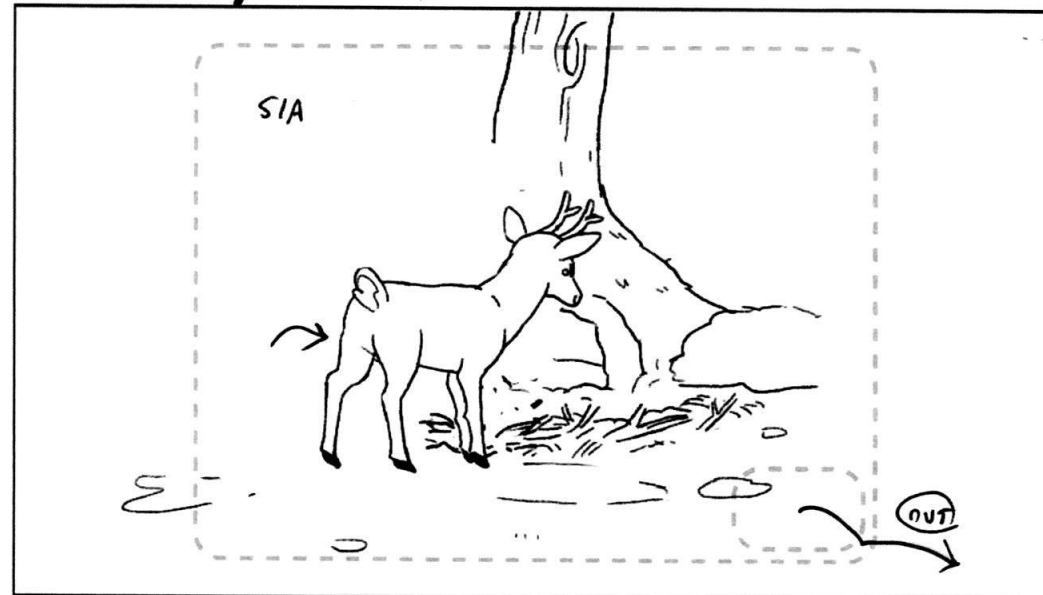


Sc. 113 *CONT*

Pnl. E

Bg.

day night



Dialog:

SFX / CRASH!

Action:

- DEER SMASHES DOWN ON DAM
- BUNNY RUNS OUT OF WARREN

- BUNNY RUNS OFF IS

MAR 20 2014

Timing:

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EPISODE #

1025/177

Production :

1025/177

1025/177

Hu aut

ADVENTURE TIME



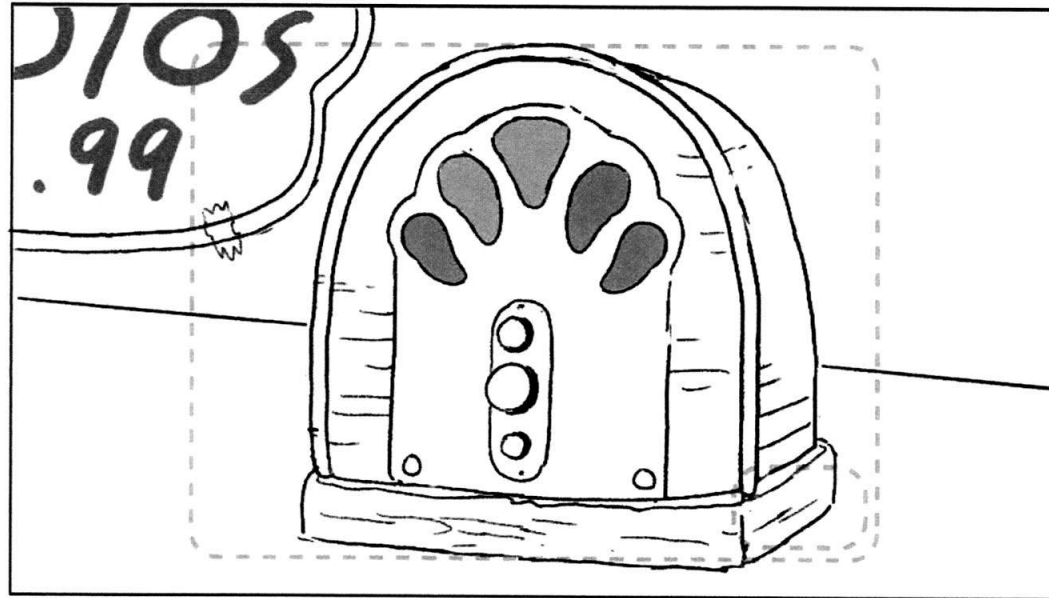
Page 188

Sc. 114

Pnl. A

Bg.

day night

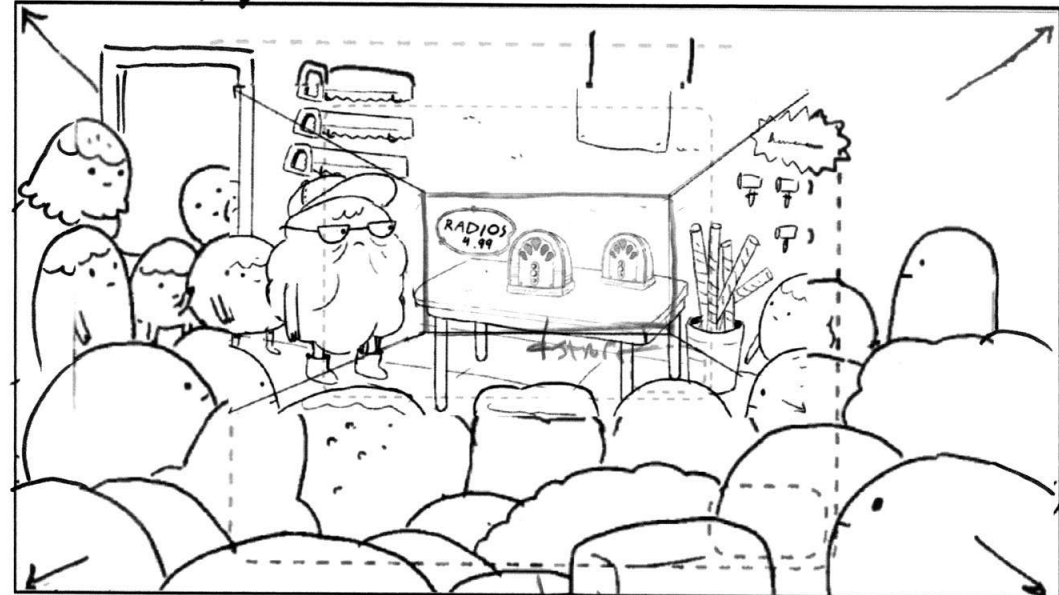


Sc. 114 *CONT*

Pnl. B

Bg.

day night



Dialog:

J/ (O/S) AND WITH A SINGLE SMASH FROM THE DEER'S POWERFUL
FRONT HOOVES, THE BUNNY'S HOME IS UNDER ATTACK...

truck out

J/ (O/S) MR BUNNY HAS HOPPED TO SAFETY AND CAN ONLY WATCH...

Action:

- OLD TIME RADIO ON COUNTER

- TRUCK OUT

MAR 20 2014

Timing:

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Production :

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ADVENTURE TIME



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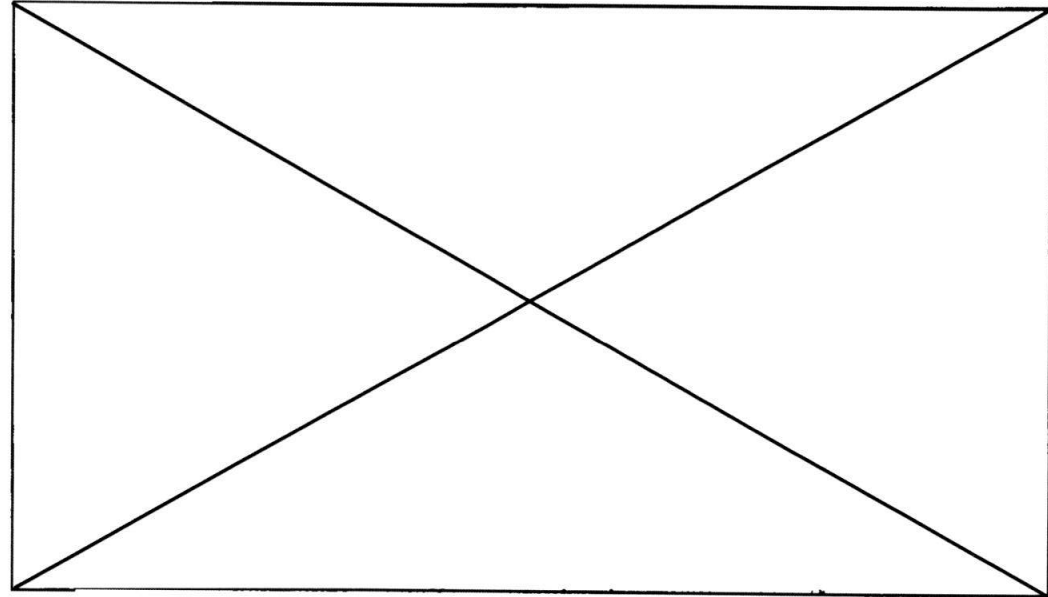
day night

Sc.

Pnl.

Bg.

day night



Dialog:

#69
J / (o/s) ... AS THE DEER CONTINUES ITS RELENTLESS
RAMPAGE ON THE ONLY HOME HE KNOWS.
SFX / CRASH! CRASH! SPLINTER!

Action:

- TRUCK OUT WIDER TO
REVCAL PUDDING'S HARDWARE.

Timing:

MAR 20 2014

Production :

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Cut

ADVENTURE TIME



NO SC
116

Page 190
No PG 191
day night

Cut

Sc. 115 Pnl. A Bg.

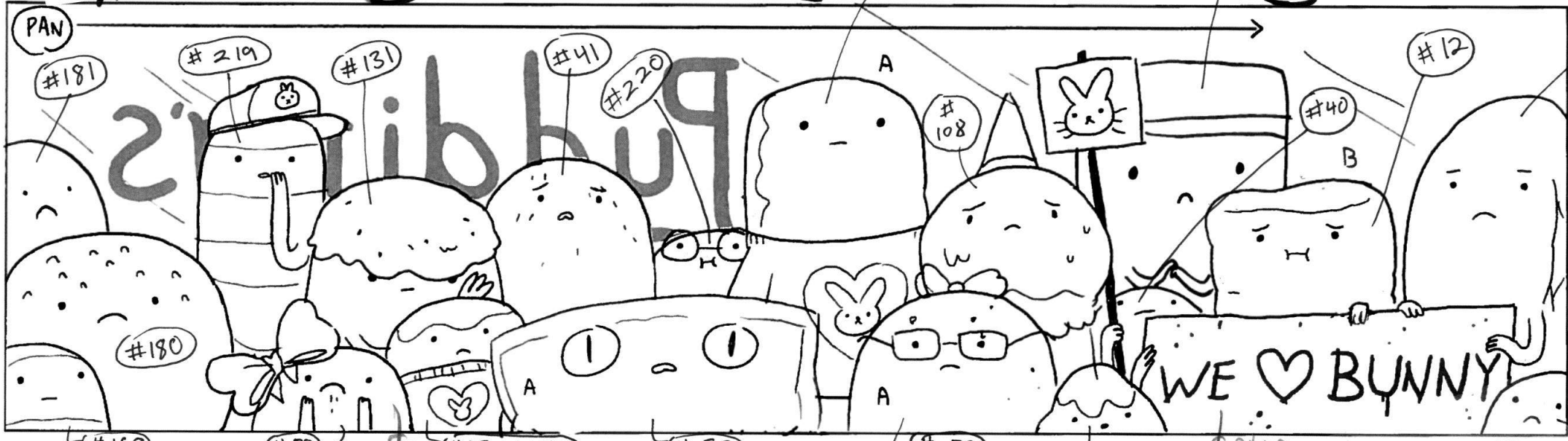
day night

B

#110 - w/SKIRT

#53

C



1025-177

EPISODE #

MAR 20 2014

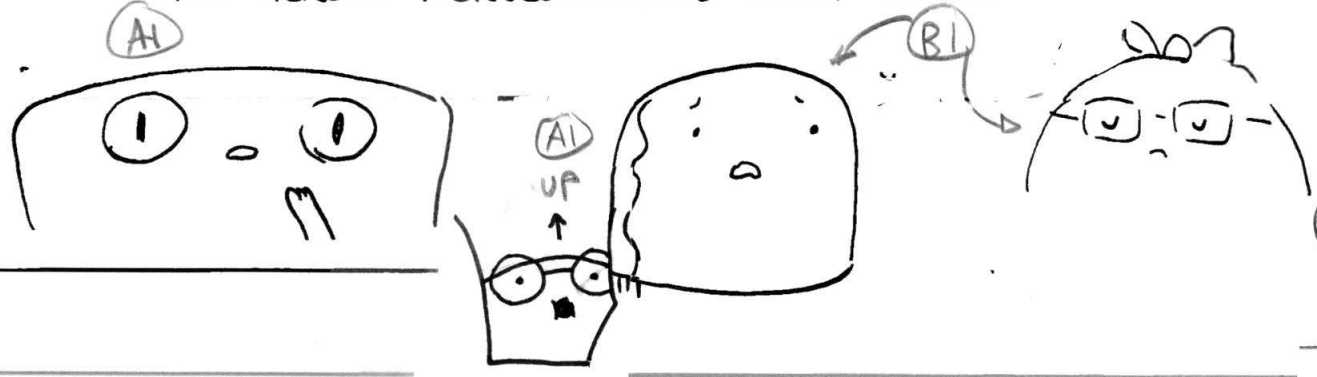
Production :

1025/177

Dialog: J/(O/S) A COUPLE OF MORE MIGHTY SMASHES, AND THE DAM ... THE DAM HAS BEEN BREACHED! WATER IS NOW FLOODING IN...
THE DEER CONTINUES ITS ATTACK ...
SFX/ (DESTRUCTION)

Action: - PAN ACROSS WORRIED-LOOKING CANDY PEOPLE

Timing:



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Cut

ADVENTURE TIME



Cut

Page 192

Sc. 117

Pnl.

A

Bg.

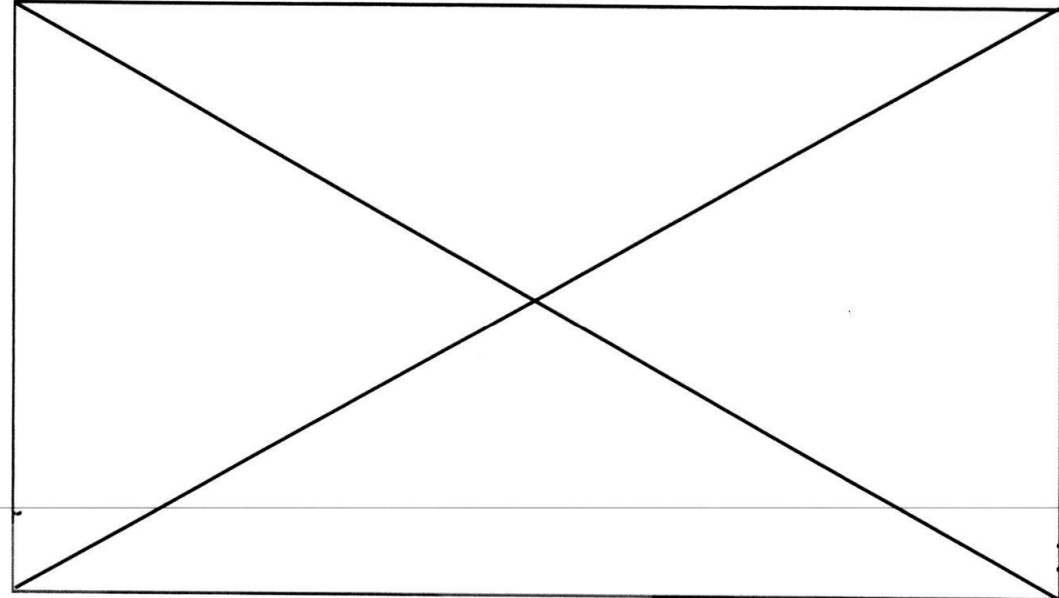
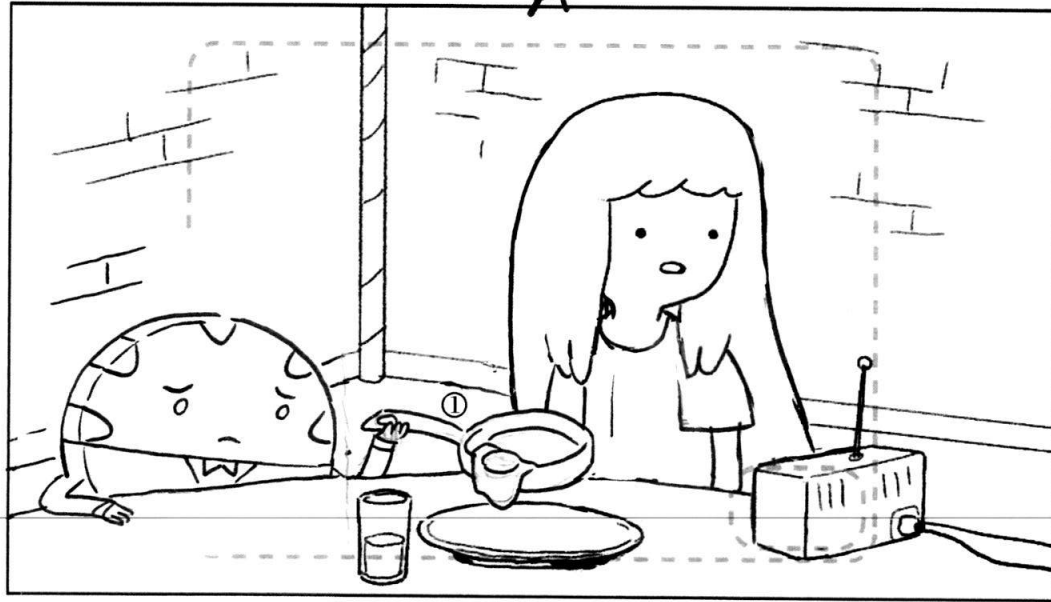
day night

Sc.

Pnl.

Bg.

day night

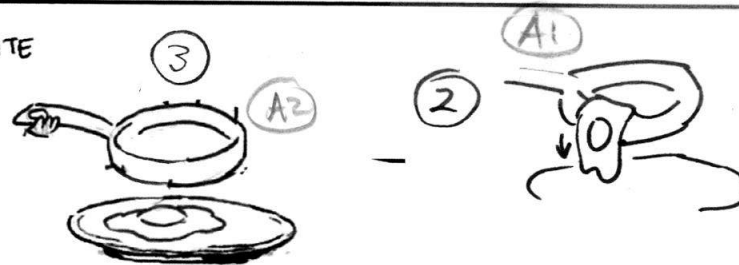


Dialog:

J (o.s.)/ This deer's misplaced rage, combined with its size and weight, is more than enough to bring down the weakened walls.

Action:

- EGG PLOPS ON PLATE



Timing:

MAR 20 2014

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ADVENTURE TIME



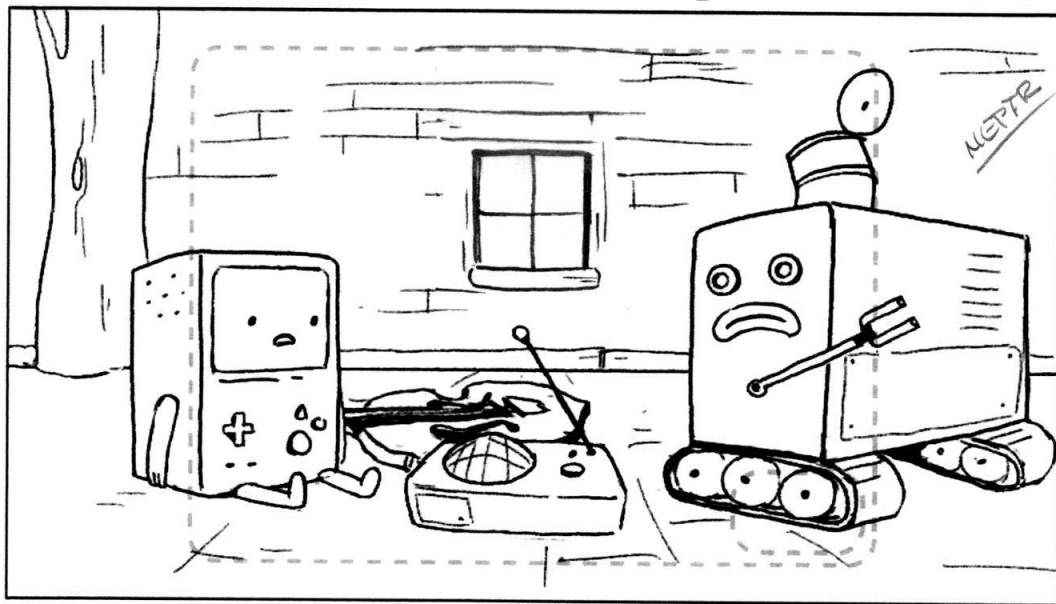
Page 143

Sc. 118

Pnl. A

Bg.

day night

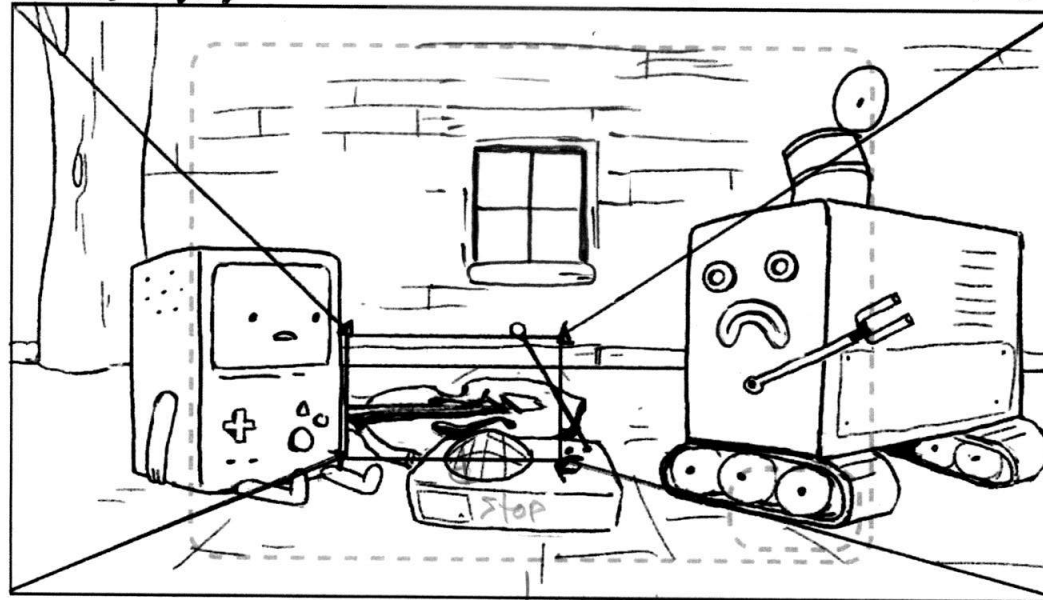


Sc. 118 *cont*

Pnl. B

Bg.

day night



Dialog:

J/ (O/S) WHICH ARE NOW STARTING TO GIVE... AIDED BY THE UNFORGIVING WEIGHT FROM THE TREE ABOVE...

Action:

- ZOOM IN ON VIOLA
MAR 20 2014

Timing:

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ADVENTURE TIME



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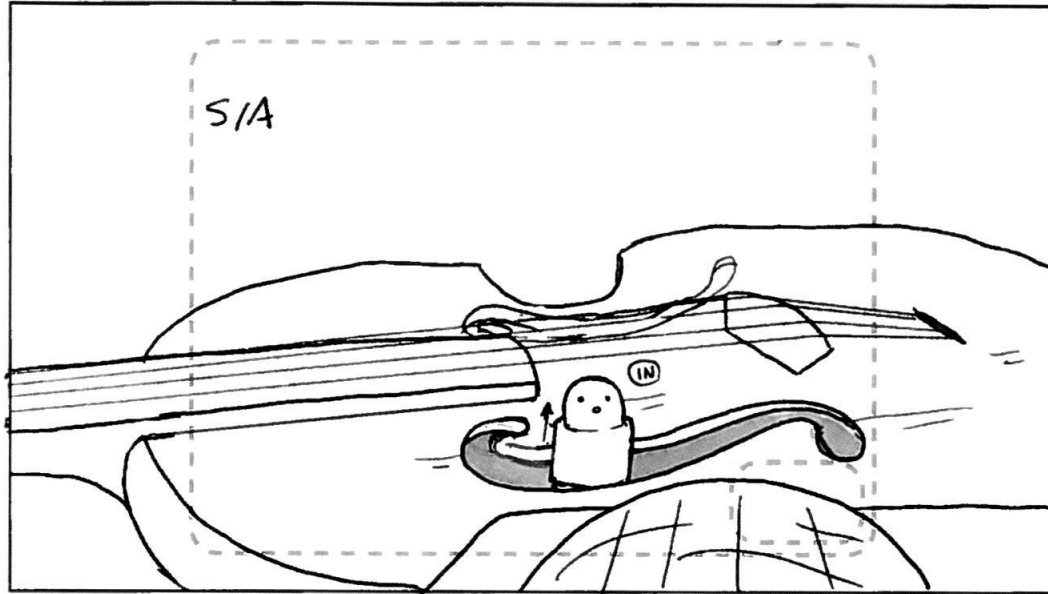
Sc. 118 CONT

Pnl.

C

Bg.

day night

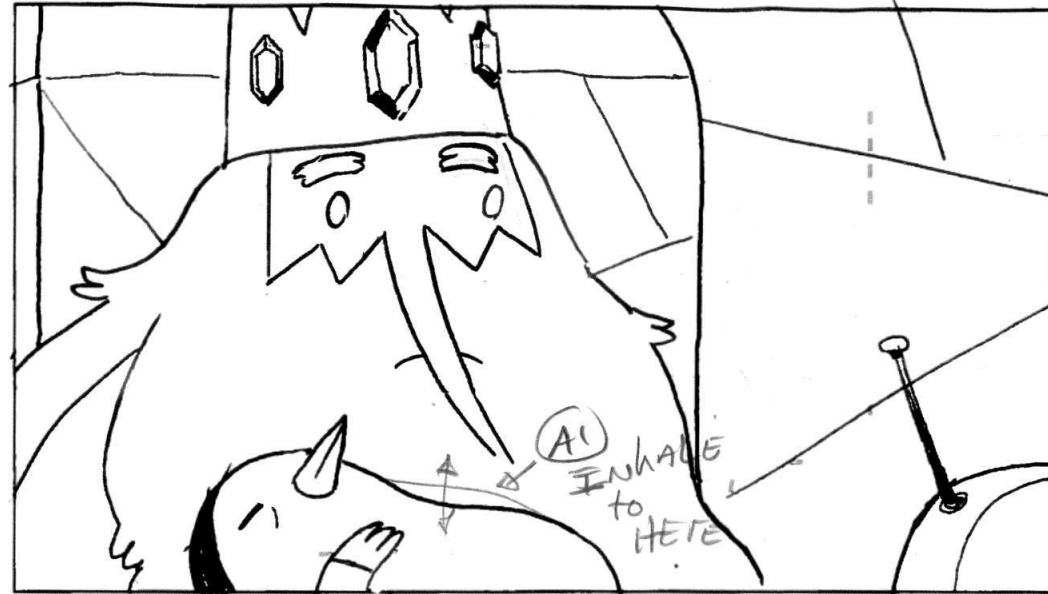


Sc. 119

Pnl. A

Bg.

day night



Dialog:

J/CO/S) EVEN MR DEER, IN HIS BLIND FURY, SEEMS TO SENSE
WHAT'S ABOUT TO HAPPEN AS HE STEPS TO ONE SIDE...

SFX/ TREE STARTING TO FALL

Action:

- SHELBY POPS OUT OF VIOLA



Timing:



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Production :

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ADVENTURE TIME



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Sc. 119 *CONT* Pnl. *B* Bg. day night



Sc. 119 *CONT* Pnl. *C* Bg. day night



Dialog:

SFX/ (TREE FALLING) CRASH!

(SILENCE)

Action:

- IK WINCES

MAR 20 2014

Timing:

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ADVENTURE TIME



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Sc. 119 *CONT*

Pnl.

D

Bg.

day night

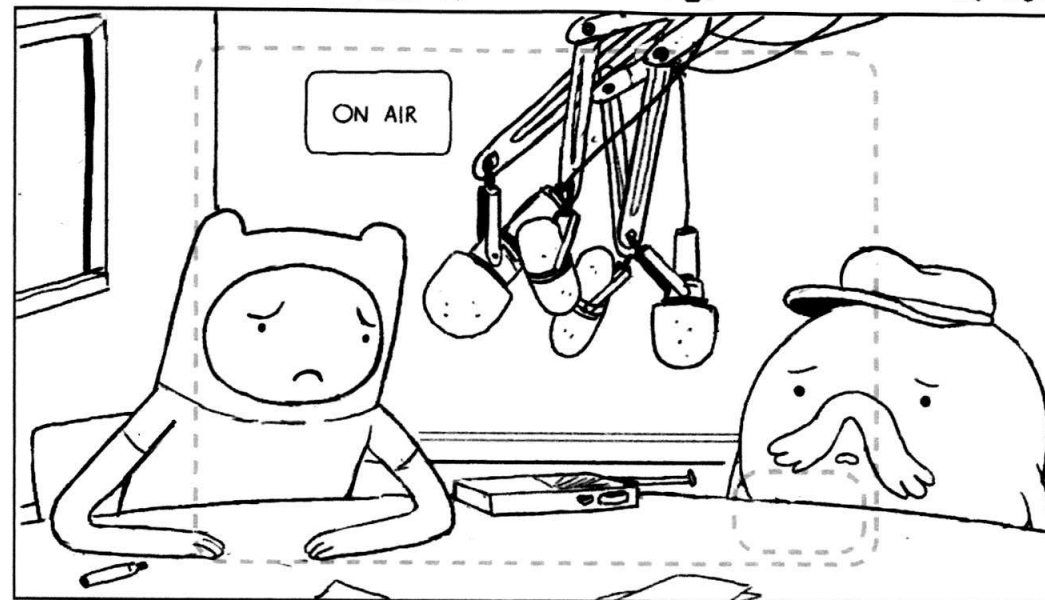


Sc. 120

Pnl. A

Bg.

day night



Dialog:

J/ (O/S) IT'S OVER...

J/ (O/S) THE WARREN HAS BEEN DESTROYED ...

Action:

Timing:

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Production :

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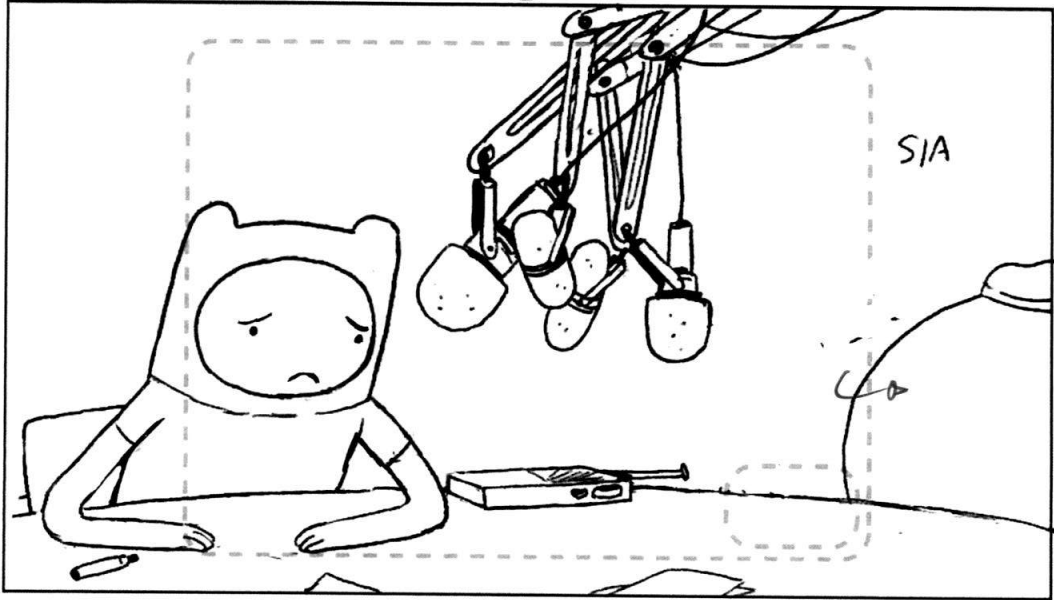
1025/177

1025/177

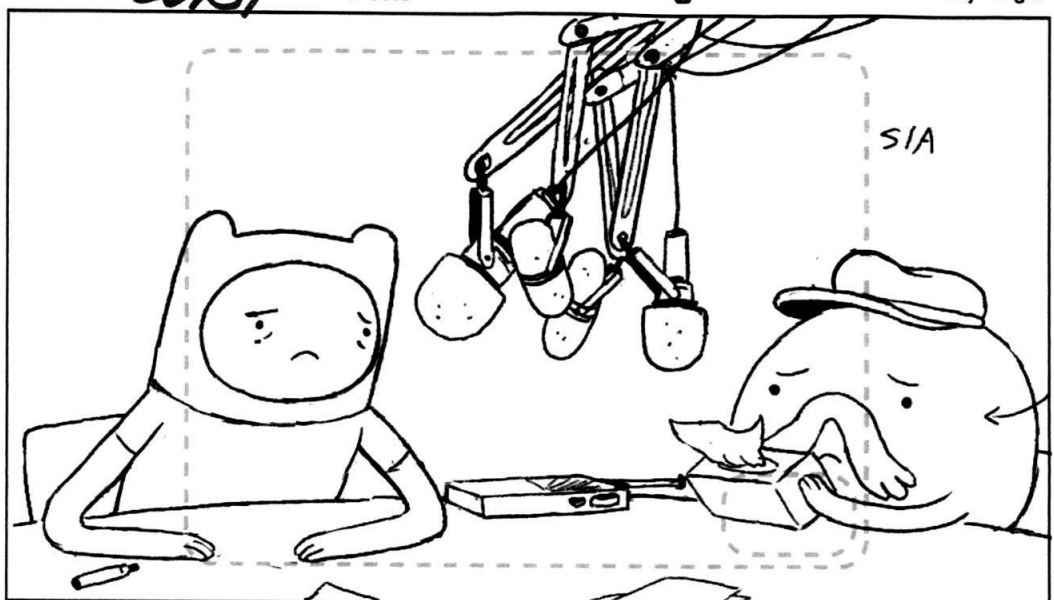
ADVENTURE TIME



Sc. 120 *CONT* Pnl. *B* Bg. day night



Sc. 120 *CONT* Pnl. *C* Bg. day night



Dialog:

Action:

- STARCHY TURNS AWAY.

- S. TURNS
BACK W/
BOX OF
TISSUES.

Timing:



- FINN TAKES TISSUE

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Production :

ADVENTURE TIME



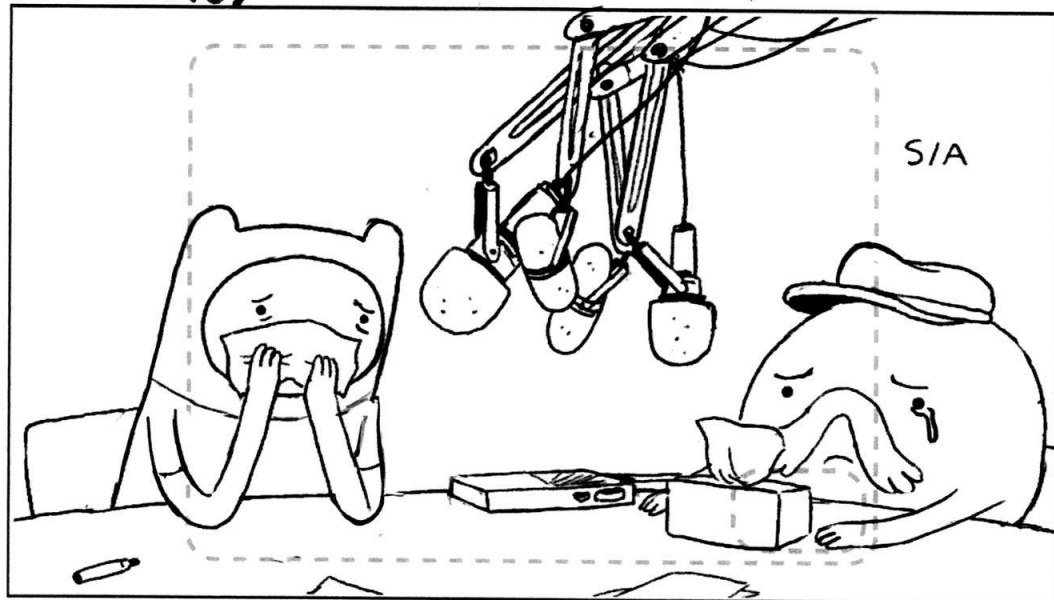
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Sc. 120 *CONT*

Pnl. *D*

Bg.

day night

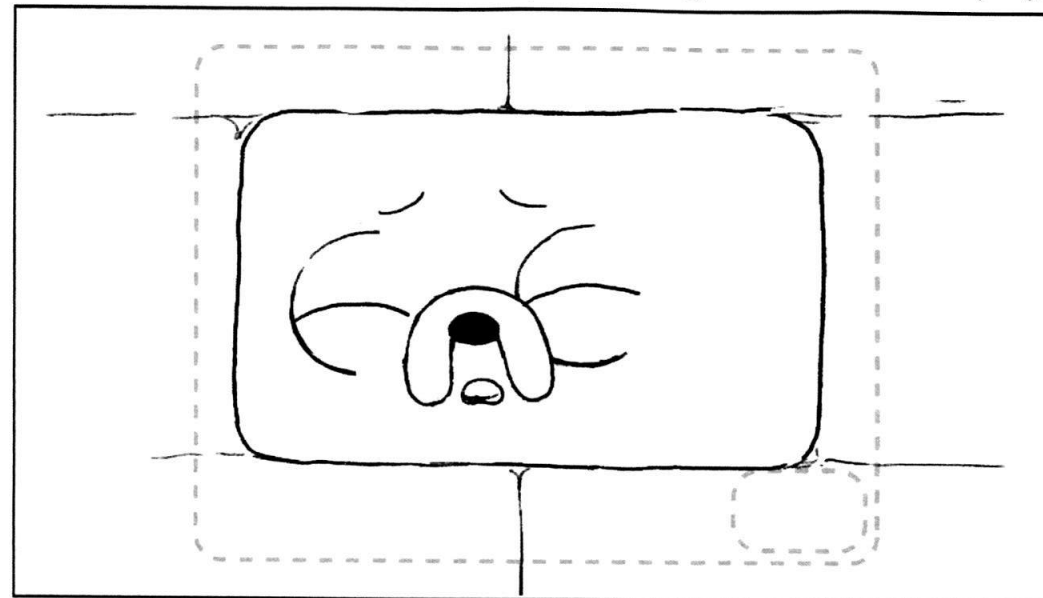


Sc. 121

Pnl. *A*

Bg.

day night



Dialog:

J / (O/S) AN INJUSTICE OF ASTRONOMICAL LEVELS

J / ... WORDS FAIL ME.

Action:

- F. RAISES TISSUE TO NOSE

MAR 20 2014

Timing:

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ADVENTURE TIME



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Sc. 121 *CONT*

Pnl. *B*

Bg.

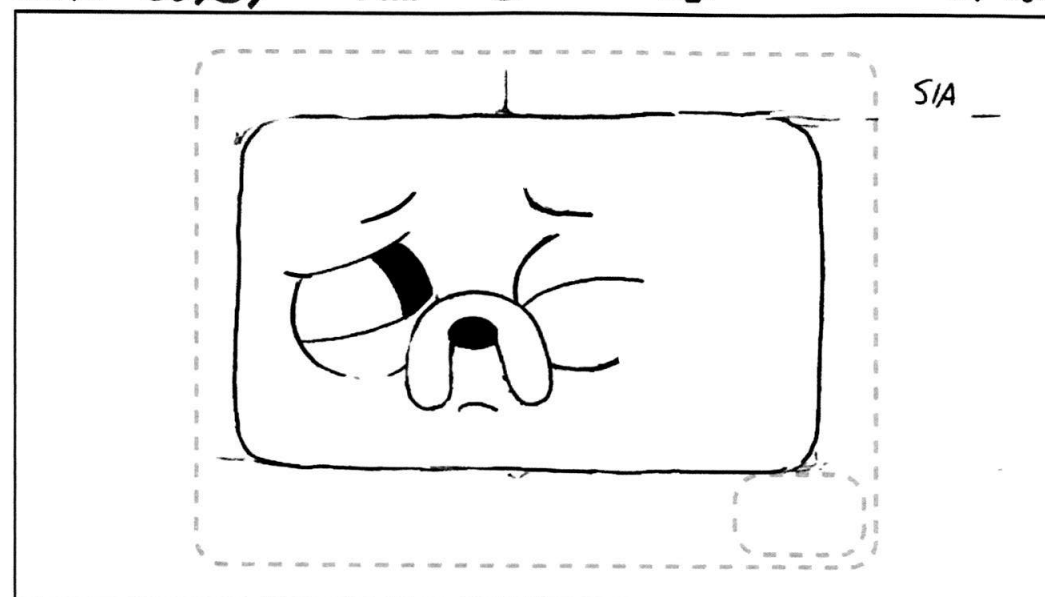
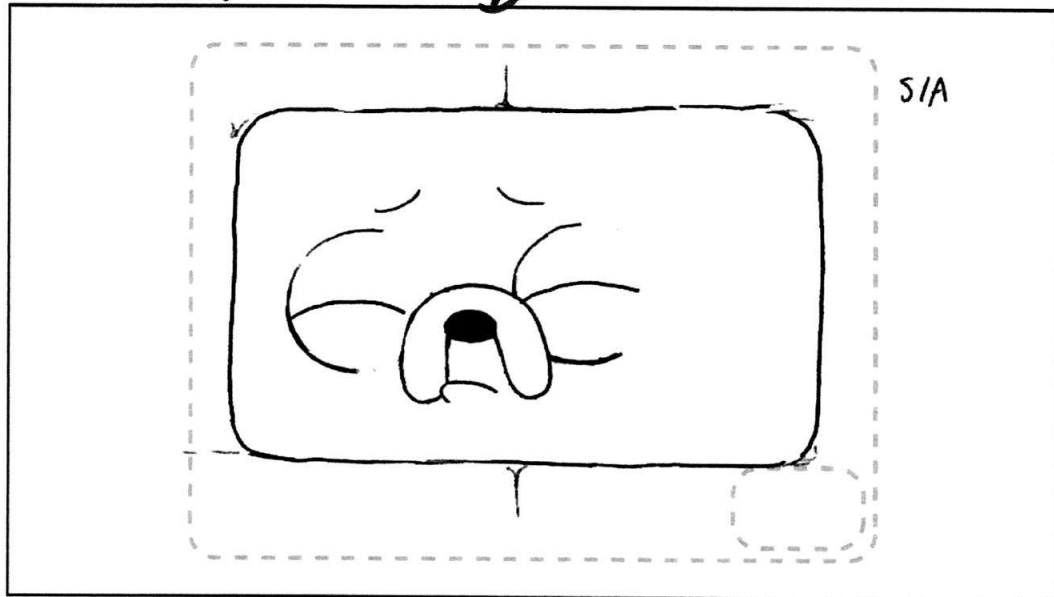
day night

Sc. 121 *CONT*

Pnl. *C*

Bg.

day night



Dialog:
Action:
Timing:

MAR 20 2014

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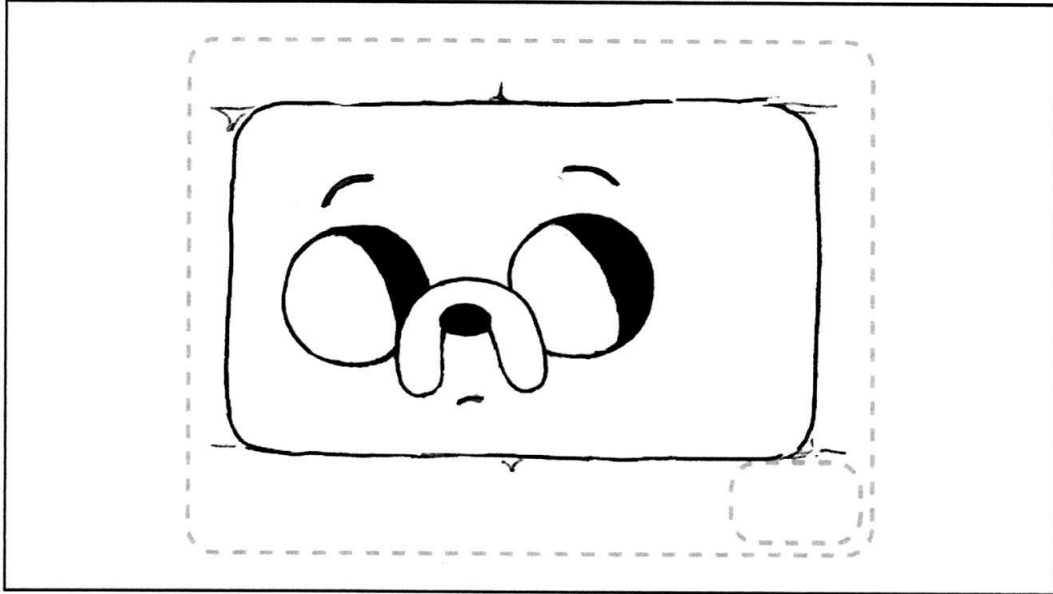
ADVENTURE TIME



Cut

Page 200

Sc. 121 *CONT* Pnl. *D* Bg. day night



Sc. 122 Pnl. A Bg. day night



Dialog:

Action:

- J. OPENS BOTH EYES,

- FALLEN TREE.

Timing:

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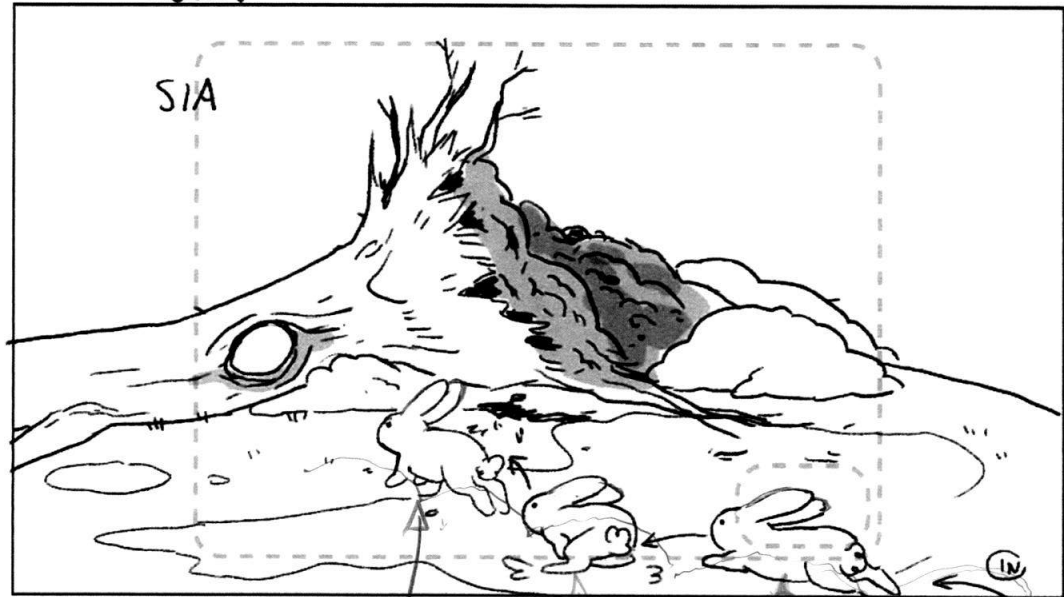
1025/177

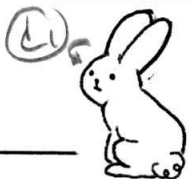
ADVENTURE TIME



Page 201

Sc. 122 *CONT* Pnl. *B* Bg. day night



Dialog:	
<div style="display: flex; justify-content: space-between;"> <div> <p>Action:</p> <p>BUNNY HOPS ON'S</p> </div> <div> <p>  </p> </div> <div> <p>MAR 20 2014</p> <p>STOPS AT TREE & LOOKS AROUND</p> </div> </div>	
Timing:	

Sc. 122 *CONT* Pnl. *C* Bg. day night



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ADVENTURE TIME



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Sc. 122 *CONT* Pnl. *D* Bg. day night



Sc. 122 *CONT* Pnl. *E* Bg. day night



Cut

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Dialog:

J/ (O/S) ACTUALLY HE DOESN'T SEEM THAT UPSET

Action:

- BUNNY CHECKS OUT HOLE IN TREE

- BUNNY CLIMBS IN HOLE,

MAR 20 2014

Timing:

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ADVENTURE TIME



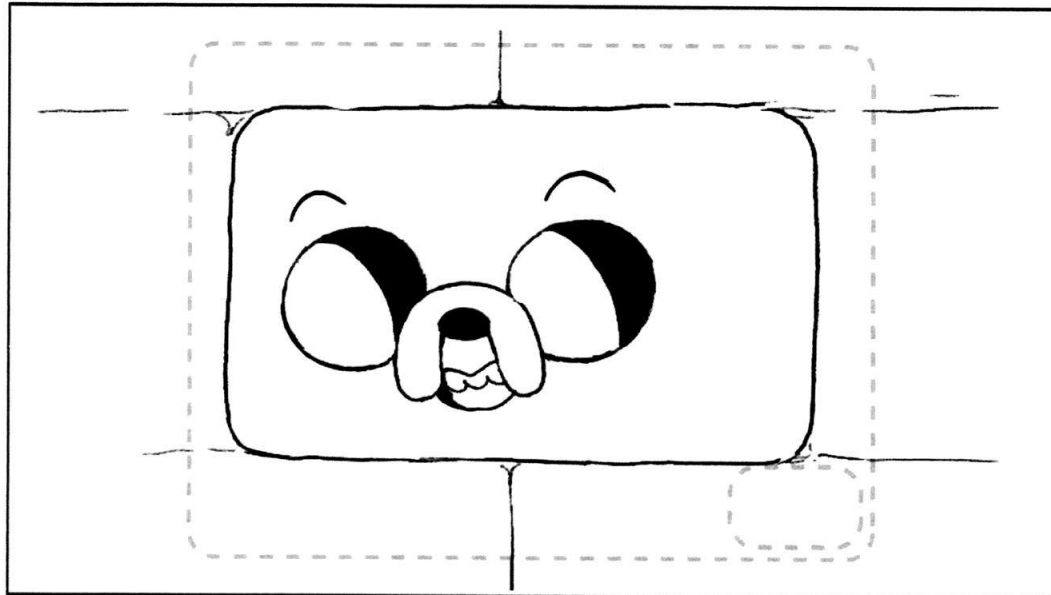
Page 203

Sc. 123

Pnl. A

Bg.

day night



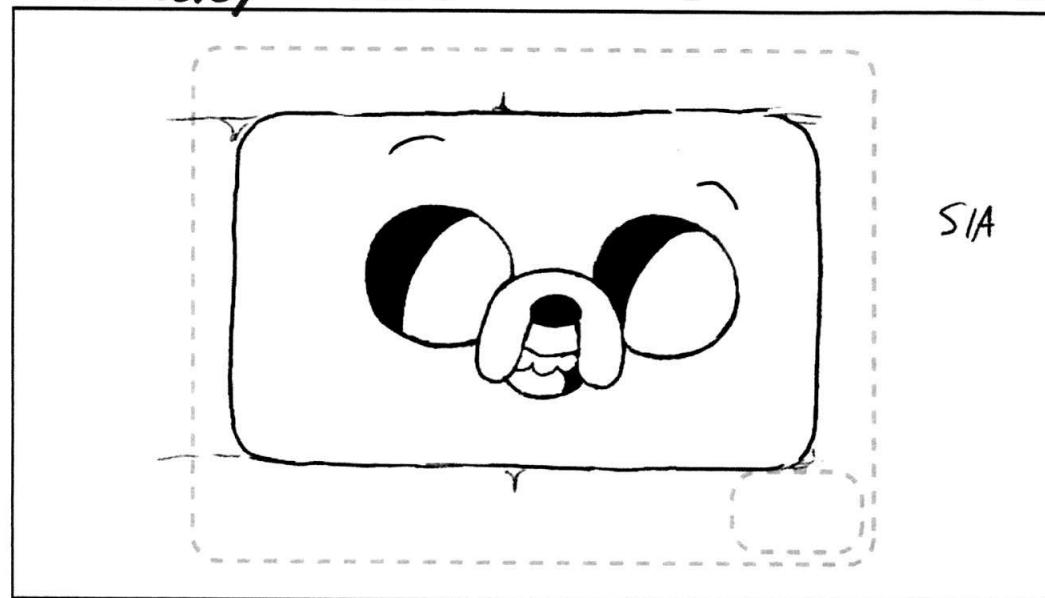
Sc. 123

cont

Pnl. B

Bg.

day night



S/A

Dialog:

J/ HE'S ON HIS FEET CHECKING OUT HIS NEW SURROUNDINGS --

J/ EVEN THE DEER IS IMPRESSED!

Action:

Timing:

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Cut

ADVENTURE TIME



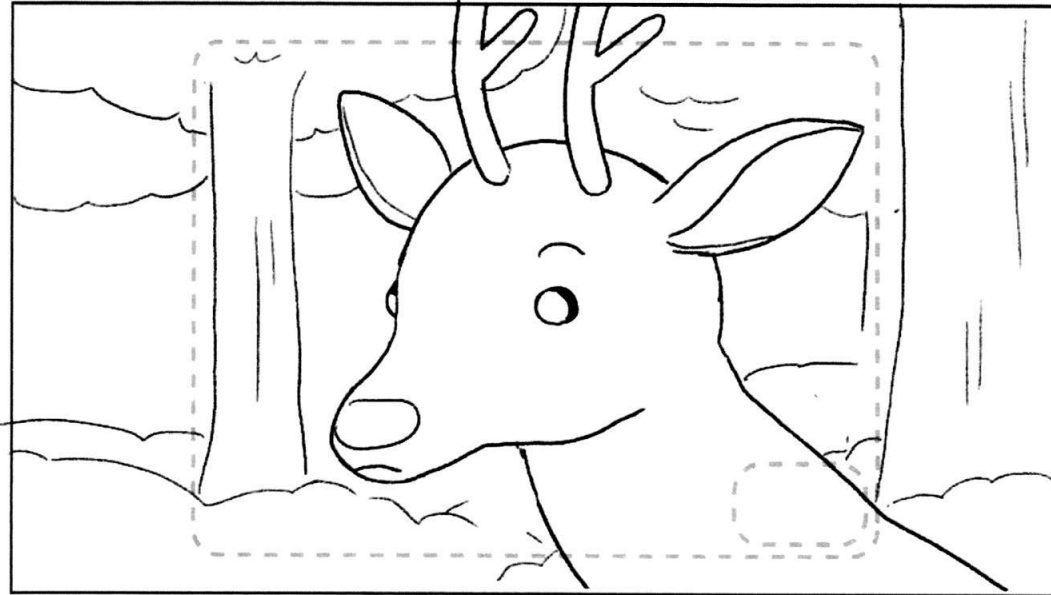
Page 204

Sc. 124

Pnl. A

Bg.

day night



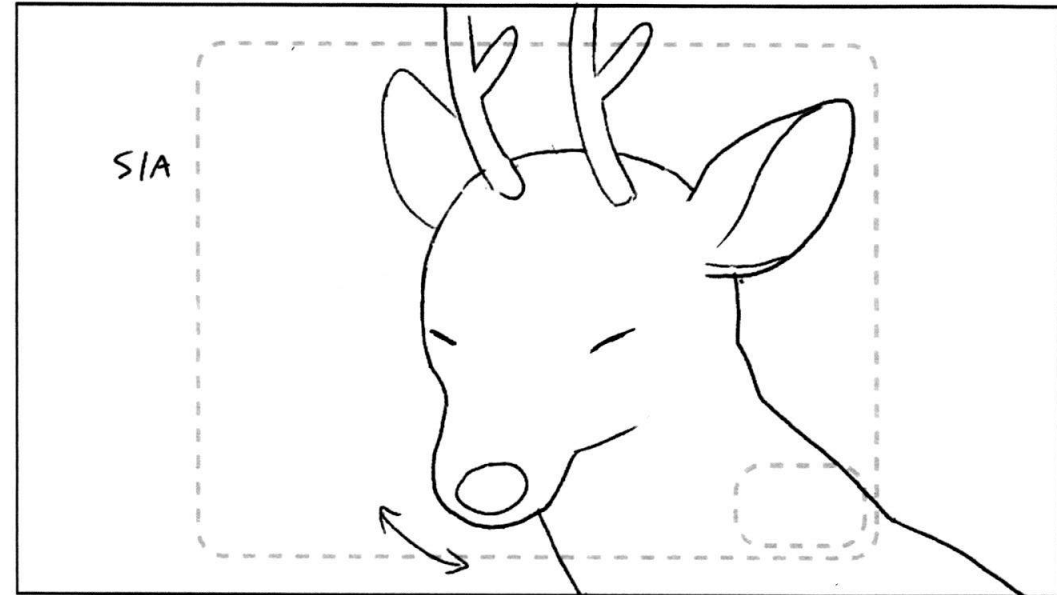
Sc. 124

cont

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

- DEER DOES A DOUBLE TAKE (RAPID
(B)/(B1))



EPISODE # 1025-177

Production :

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ADVENTURE TIME



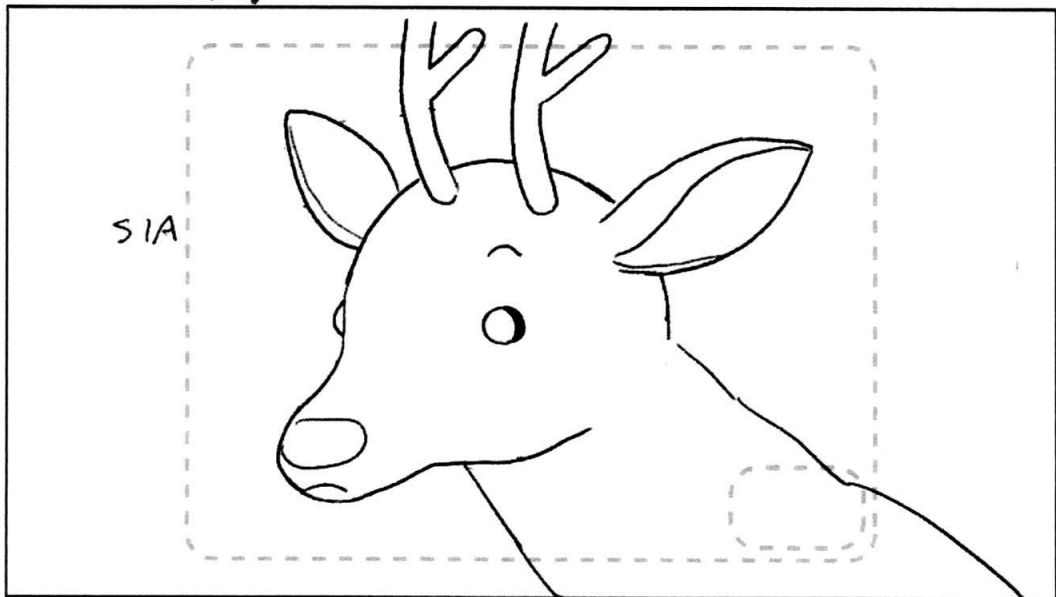
HY
AUT

Page 205

Sc. 129 *CONT* Pnl. C

Bg.

day night

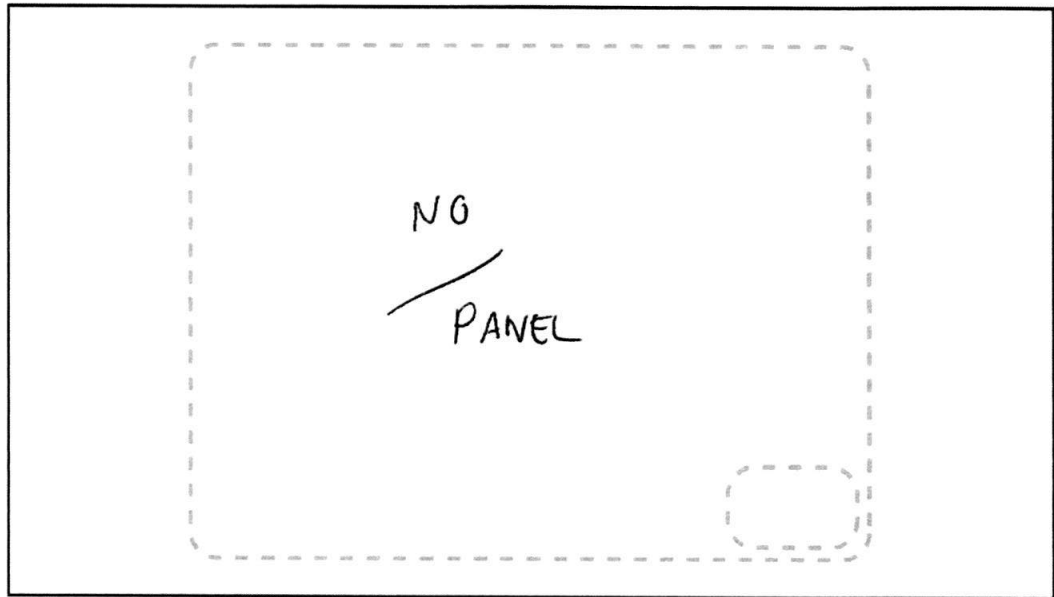


Sc.

Pnl.

Bg.

day night



Dialog:

JAK (VO) AS

Action:

Timing:

MAR 20 2014

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Production :

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ADVENTURE TIME



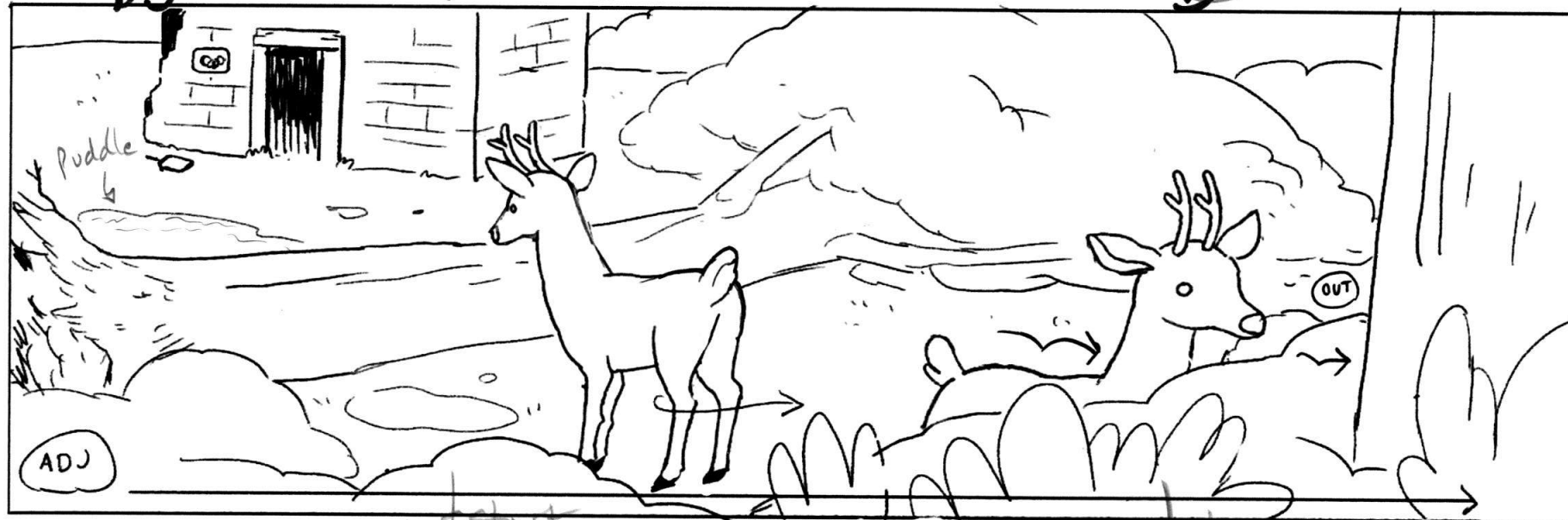
Page 206

Sc. **B5**

Pnl. **A**

Bg.

day night



Dialog:

PERFORMS A

J/ AS IF CONFUSED BY THE EVENTS HE / A COMEDIC DOUBLE-TAKE ... AND RETREATS INTO THE FOREST!

Action:

- DEER WALKS AWAY AND OFF/S.
- ADJ RIGHT W/ ACTION

Timing:



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Cut

ADVENTURE TIME



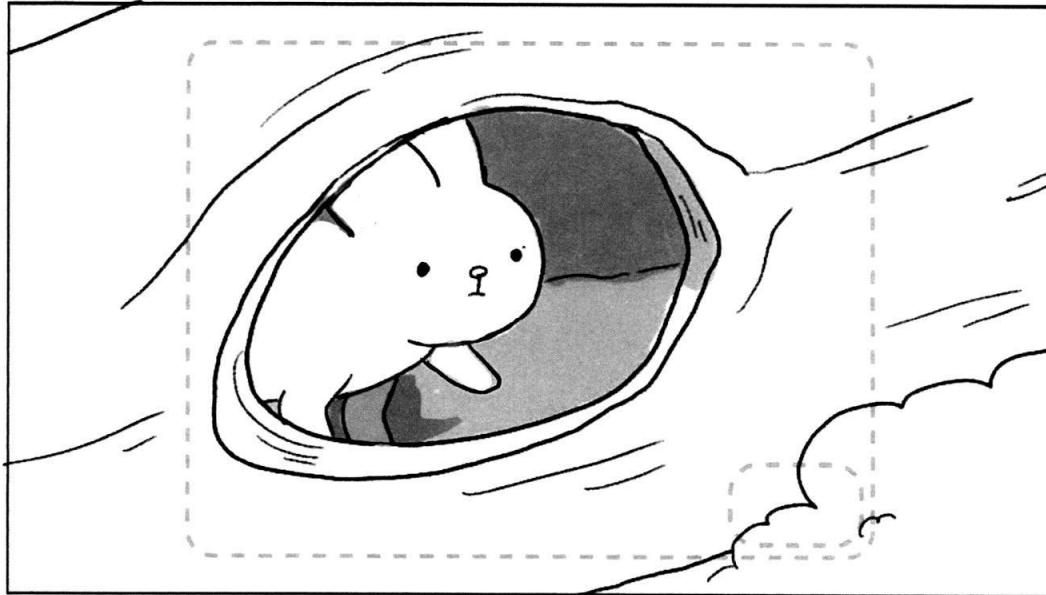
Page 267

Sc. 126

Pnl. A

Bg.

day night



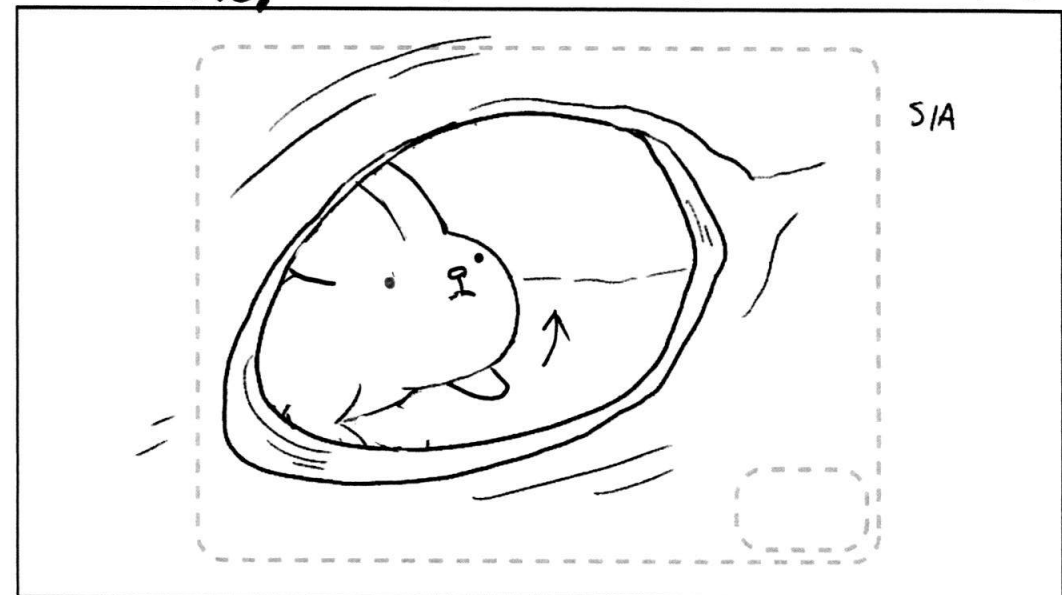
Sc. 126

cont

Pnl. B

Bg.

day night



Dialog:

J/ (O/S) LADIES AND GENTLEMEN...

Action:

-BUNNY LOOKS UP.

MAR 20 2014

Timing:

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EPISODE #

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Production :

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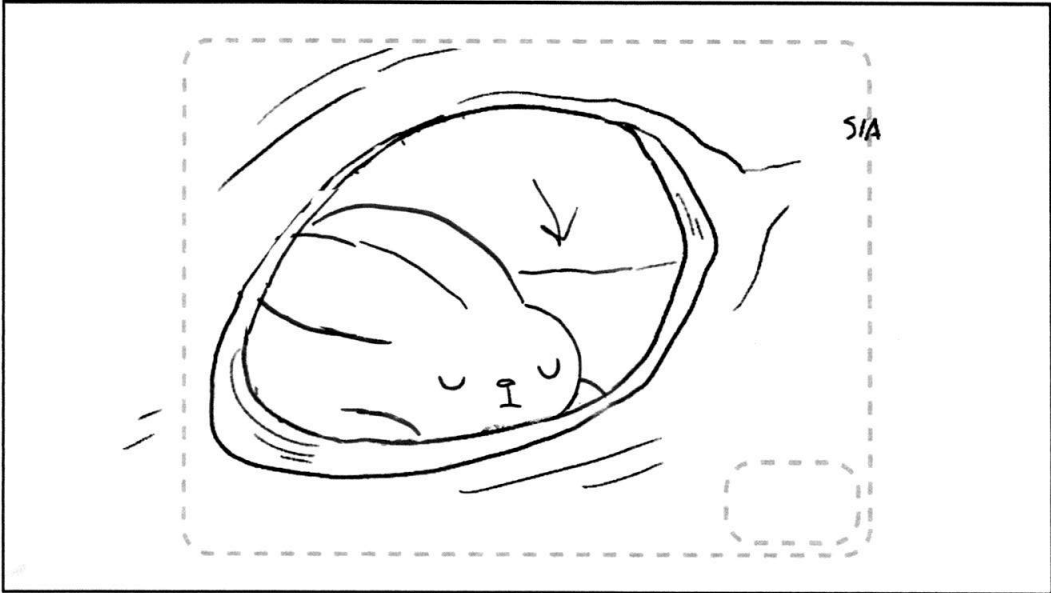
Page 209

Sc. 126 *CONT*

Pnl. C

Bg.

day night

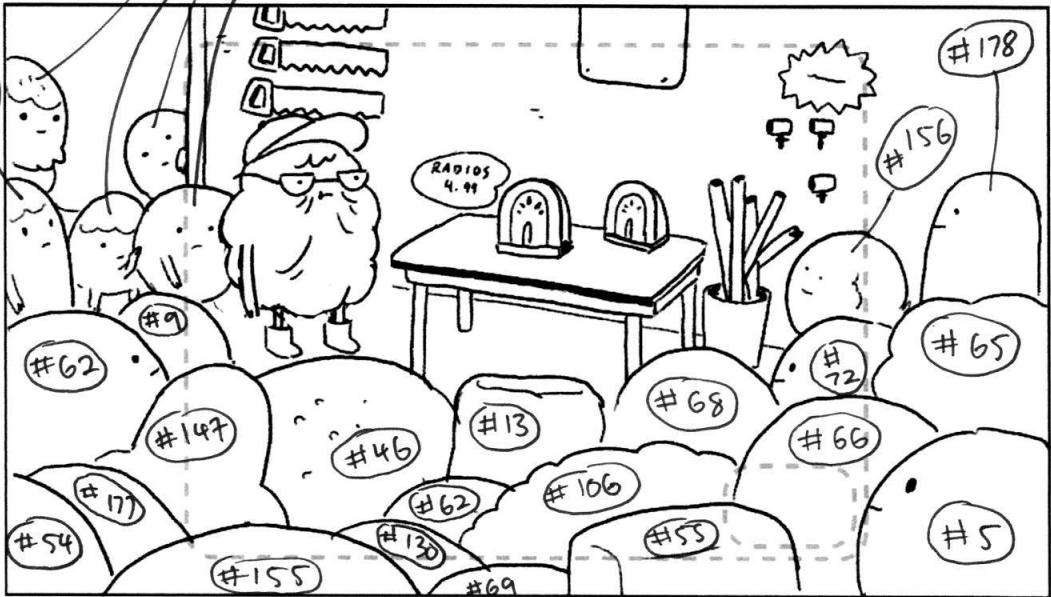


Sc. 127

Pnl. A

Bg.

day night



Dialog:

J: ^(O/S) THIS BUNNY IS INDOMITABLE!!

(BEAT)

Action:

-BUNNY SETTLES DOWN.

- PUDDING'S HARDWARE.

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Timing:

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EPISODE #

Production :

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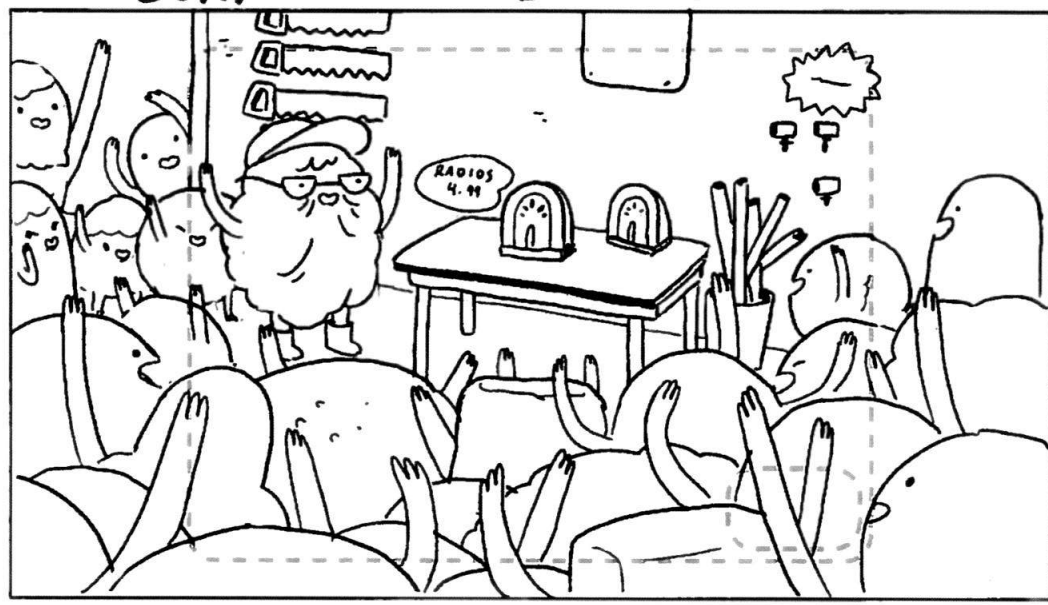
ADVENTURE TIME



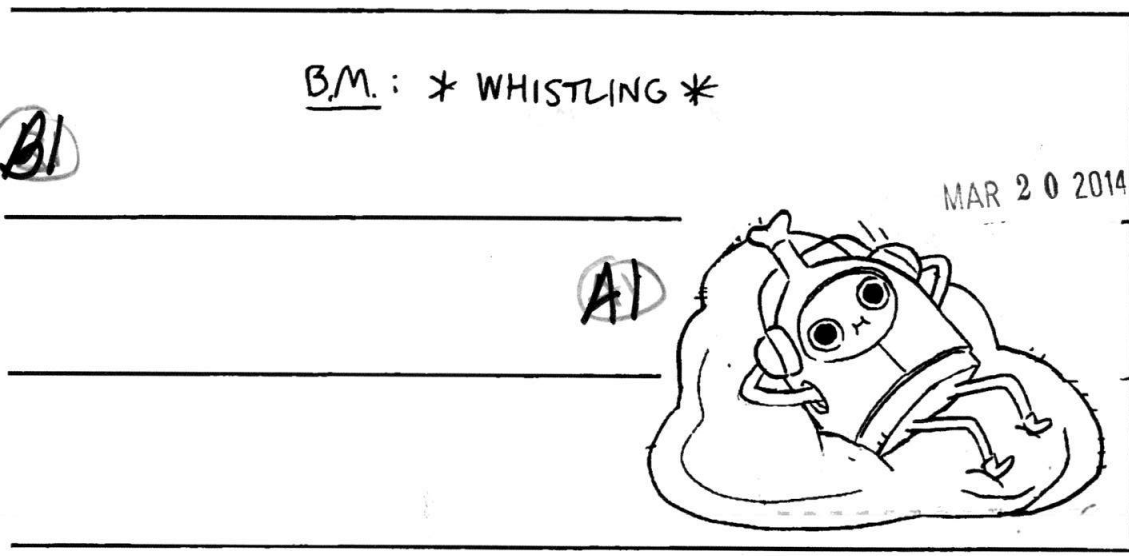
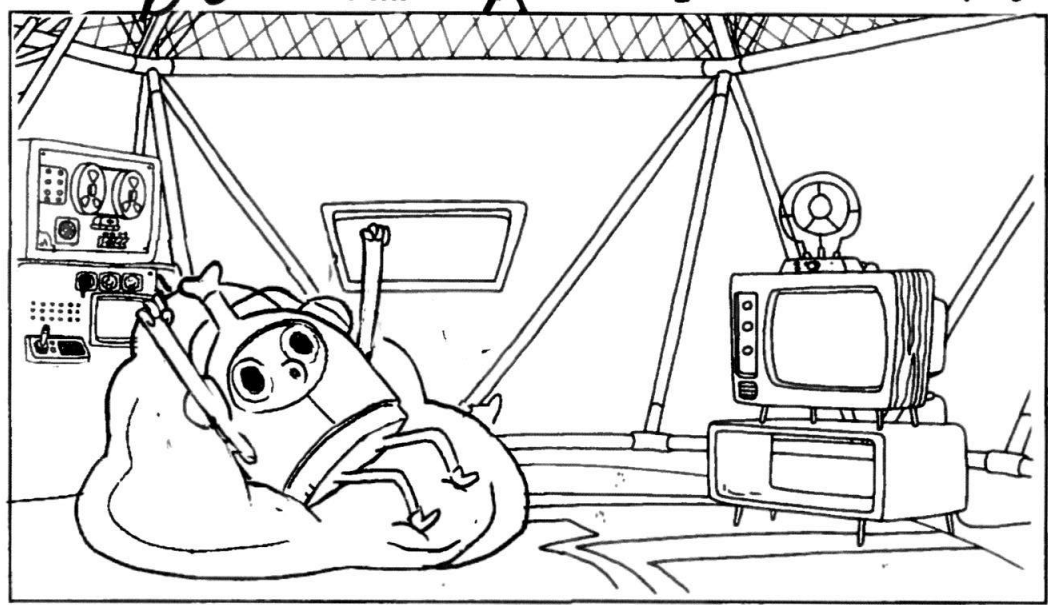
Page 209
209 AND 1
day night

Cut

Sc. 127 *CONT* Pnl. *B* Bg. day night



Sc. *128* Pnl. *A* Bg. day night



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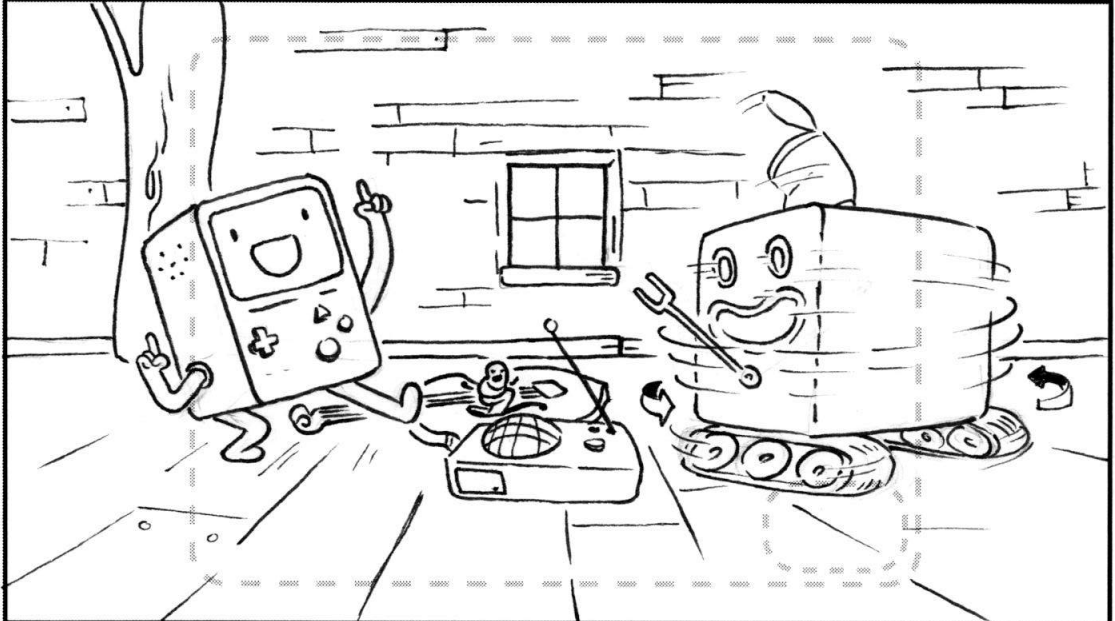


Sc. 129

Pnl. A

Bg.

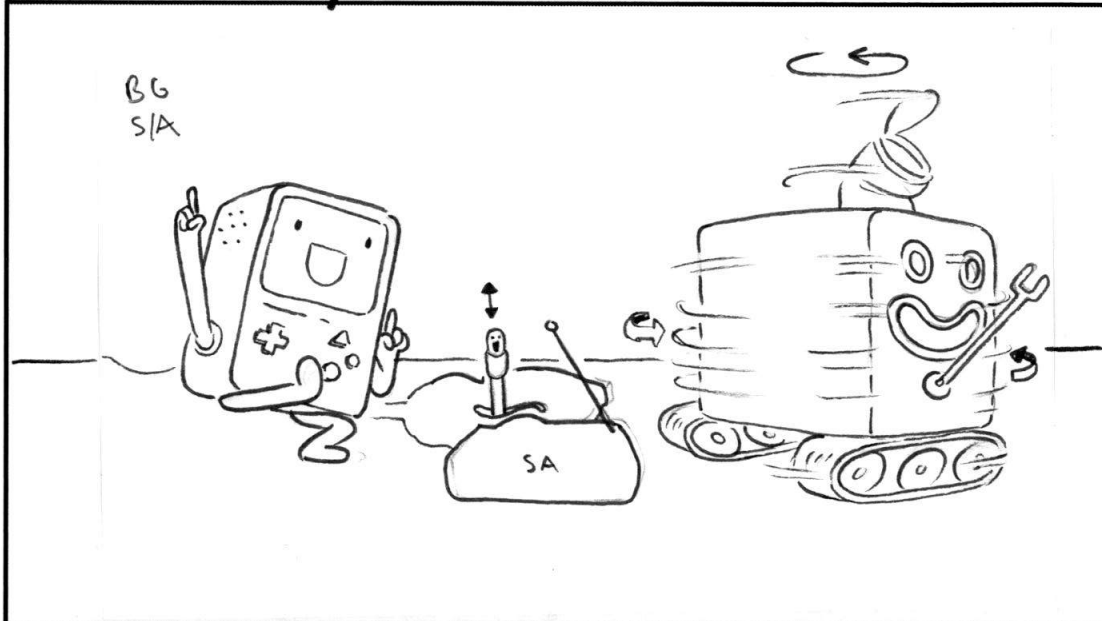
day night



Sc. 129

CONT Pnl. B

Bg.



Page 209A
210
day night

Dialog:	BMO: HA-HA WOO! YAY!	
Action:	<ul style="list-style-type: none">- BMO DANCES.- NEPTR SPINS FAST & WAVES ARM.- SHELBY BOBS UP & DOWN.	
Timing:	<div data-bbox="1424 1104 1935 1421" data-label="Diagram"></div>	

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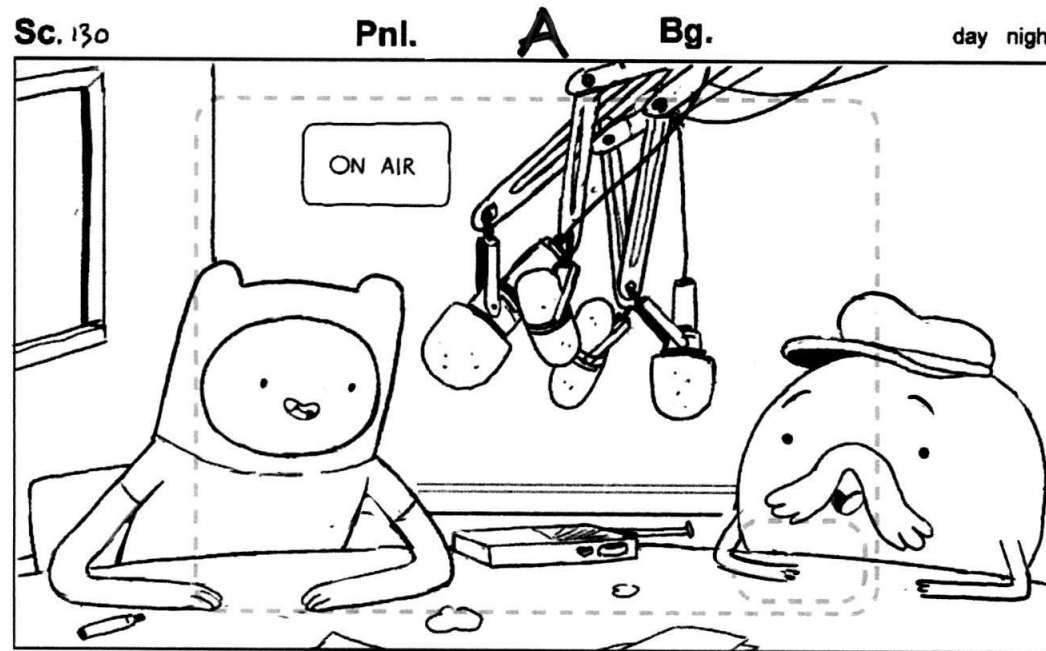
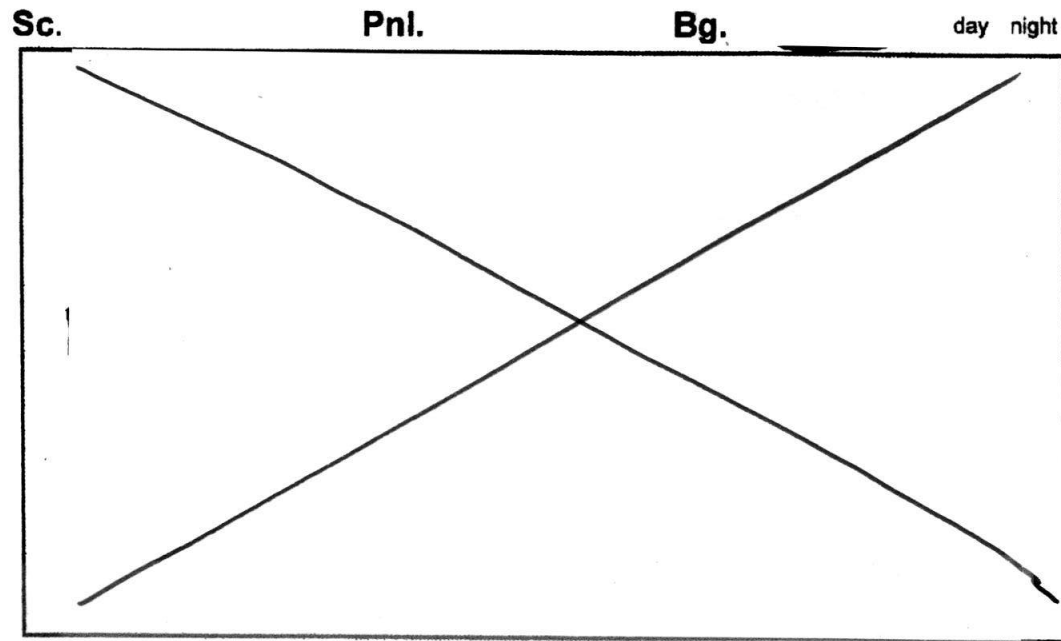
ADVENTURE TIME



Cut

Page 210

Cut



Dialog:	
<u>J/</u> (O/S) (LAUGHING) MAR 20 2014	
Action:	
Timing:	

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Production :

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1025/177

1025/177

Cut

ADVENTURE TIME



Ho Cut

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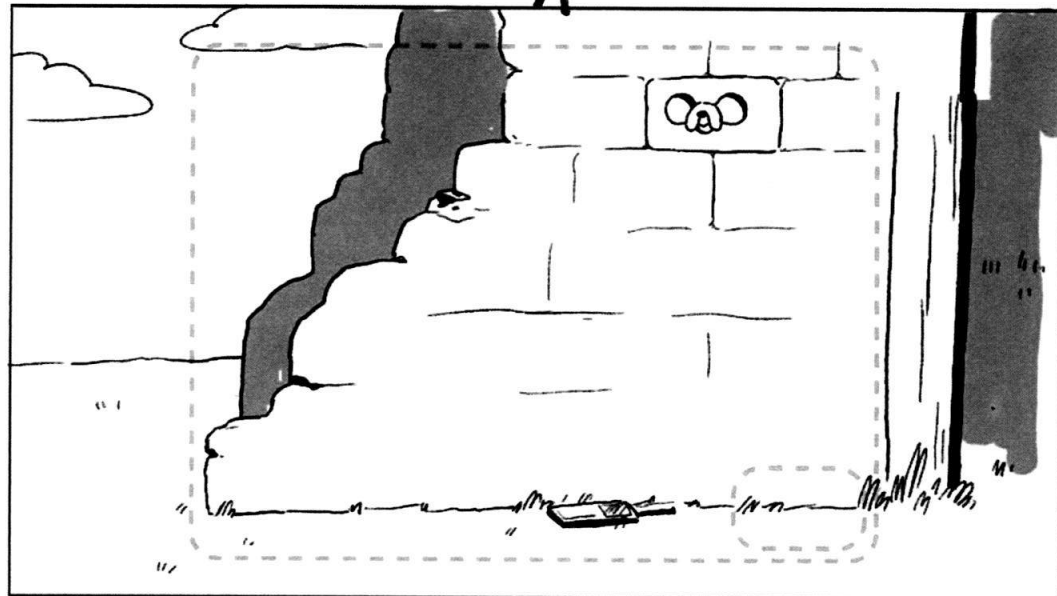
Sc. 131

Pnl. ,

A

Bg.

day night



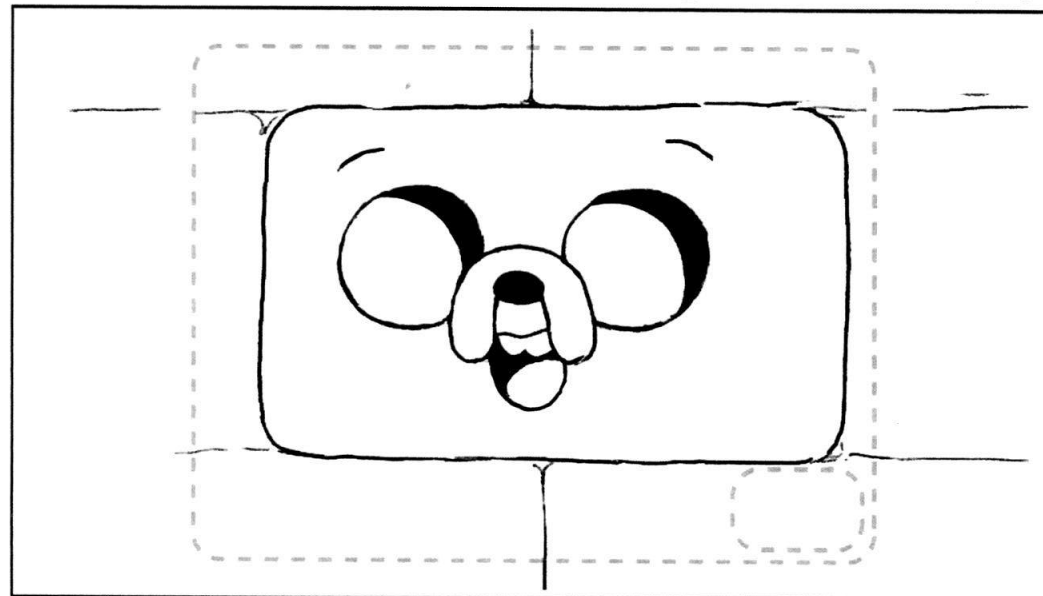
Sc. 132

Pnl. ,

A

Bg.

day night



Dialog:

J/ THIS BUNNY HAS THE RIGHT ATTITUDE ...

J/ WHO CARES ABOUT BEING A BRICK IN A WALL OF A FALLING DOWN SHACK?!

Action:

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Timing:

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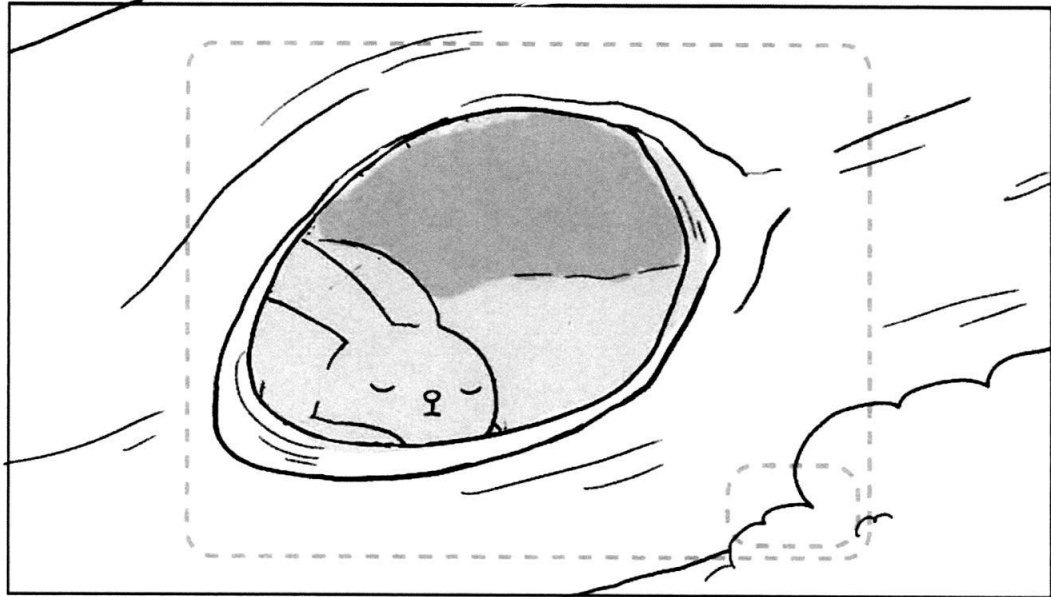
Page 212

Sc. 133

Pnl. A.

Bg.

day night

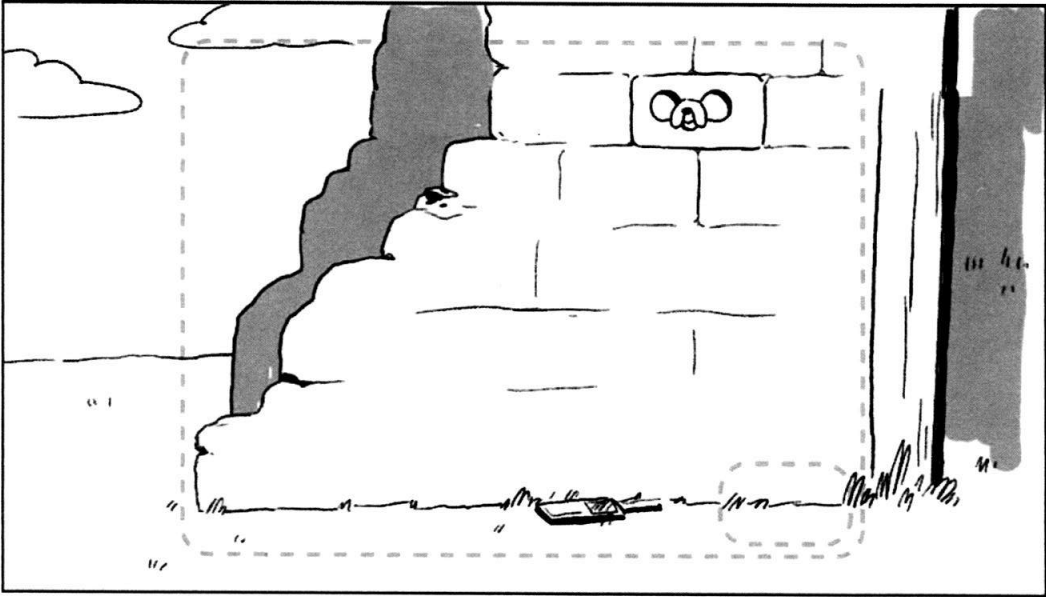


Sc. 134

Pnl. A

Bg.

day night



Dialog:

J/ (OIS) THERE'S SOMETHING BIGGER THAN THAT AND THE BUNNY HAS ANSWERS!

Action:

MAR 20 2014

Timing:

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Production :

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1025/177

ADVENTURE TIME



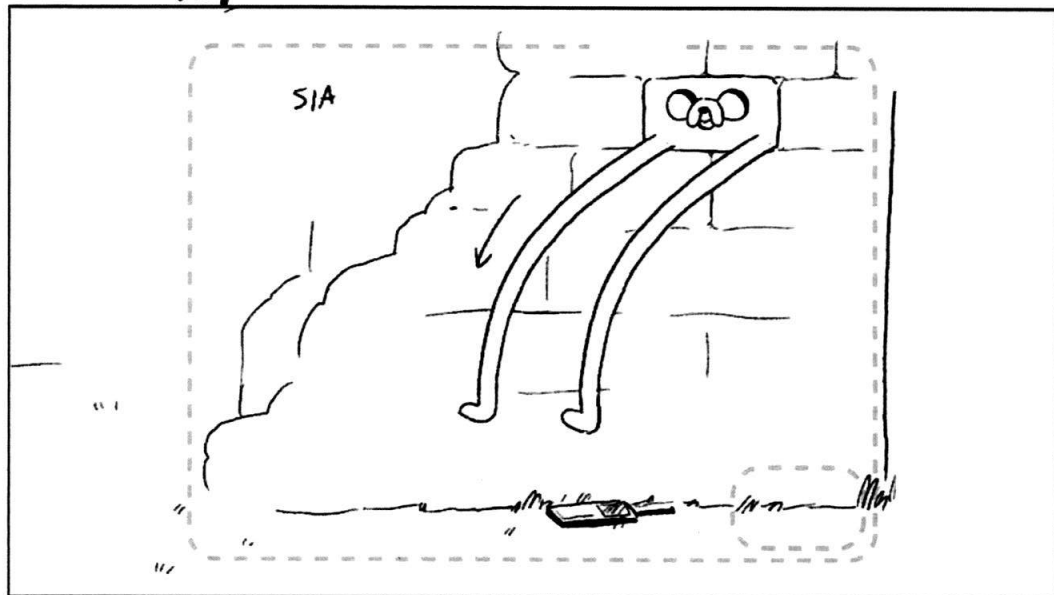
Page 213

Sc. 134 *cont*

Pnl. B

Bg.

day night

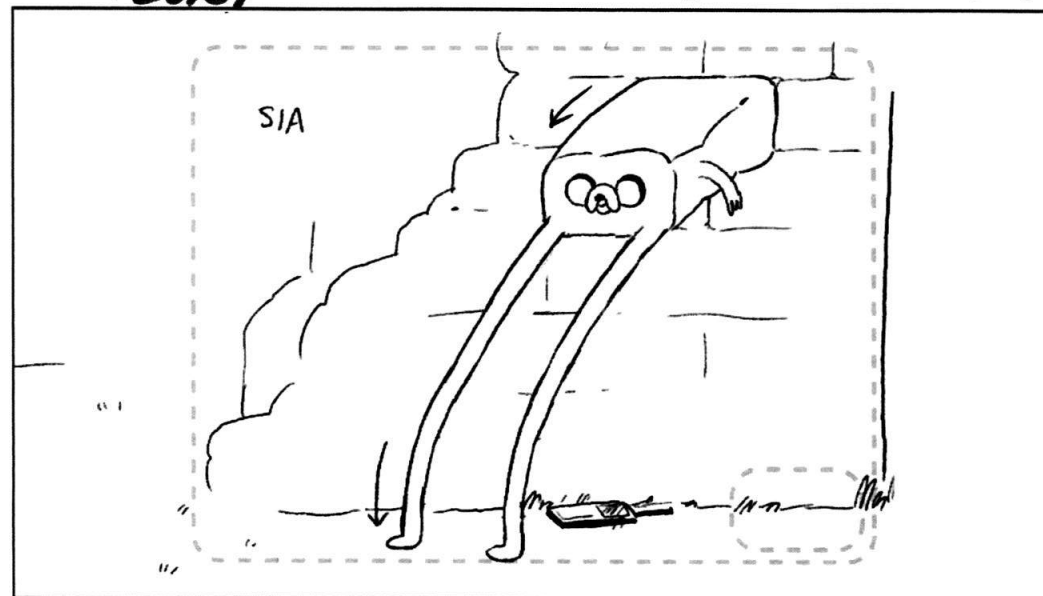


Sc. 134 *cont*

Pnl. C

Bg.

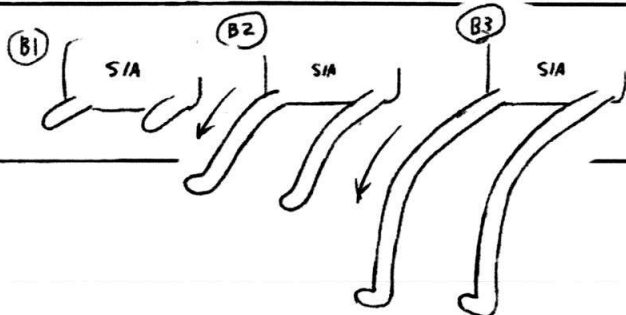
day night



Dialog:

SFX: * STRETCH *

Action:



- J. STRETCHES OUT OF HOLE.

MAR 20 2014

Timing:

1025-177

EPISODE #

Production :

1025/177

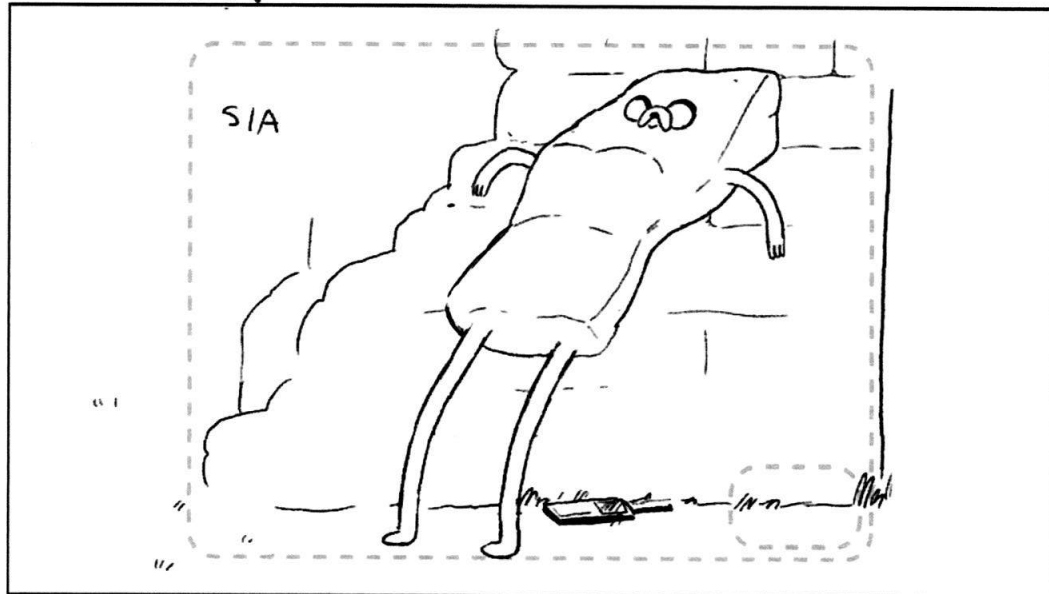
1025/177

ADVENTURE TIME

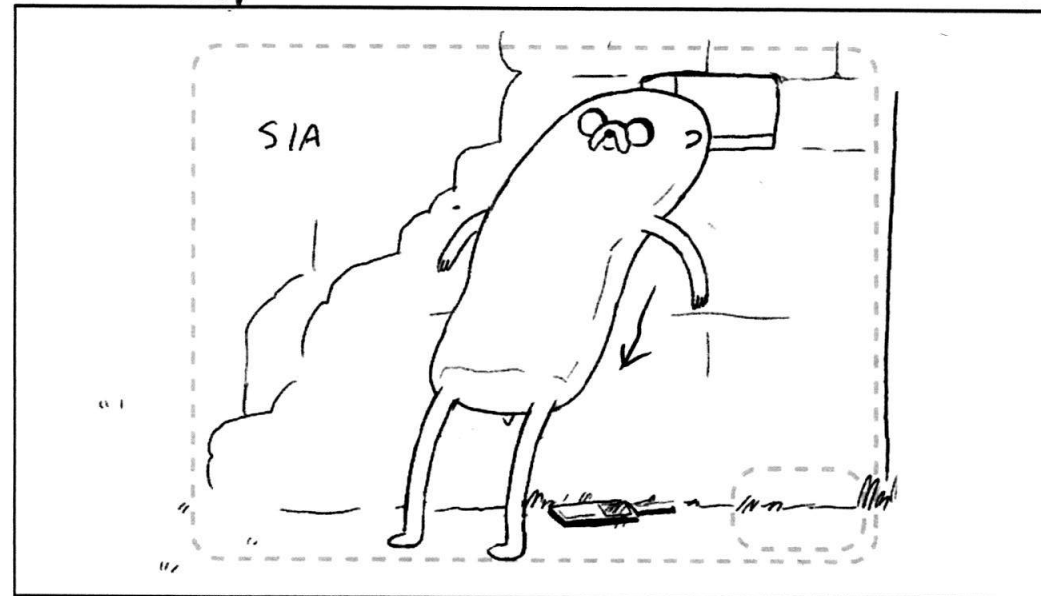


Page 214

Sc. 134 *CONT* Pnl. D Bg. day night



Sc. 134 *CONT* Pnl. E Bg. day night



Dialog:

Action:

Timing:

MAR 20 2014

1025-177

EPISODE #

Production :

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1025/177

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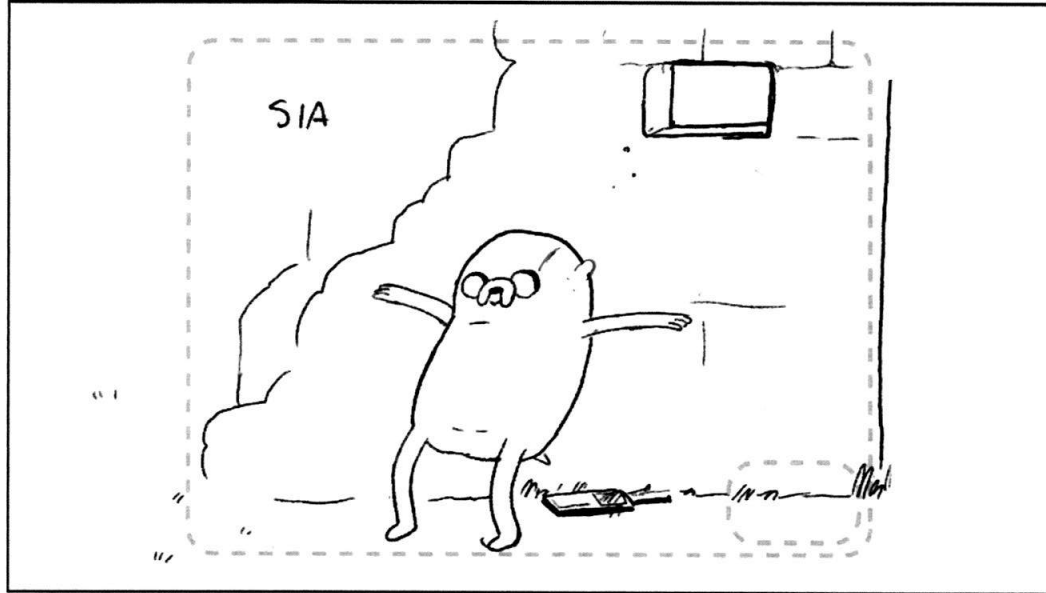
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ADVENTURE TIME

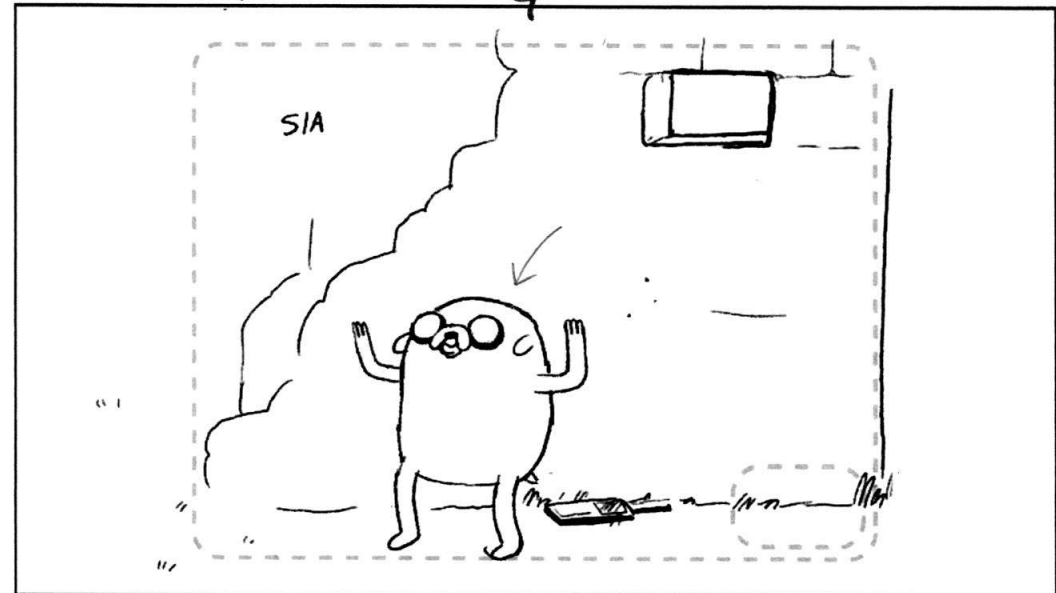


Page 215

Sc. 134 *CONT* Pnl. *F* Bg. day night



Sc. 134 *CONT* Pnl. *G* Bg. day night



Dialog:

J/ TEACH ME, MR B!

Action:

- J. STRETCHES BACK TO REGULAR SHAPE.

MAR 20 2014

Timing:

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EPISODE #

Production :

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ADVENTURE TIME

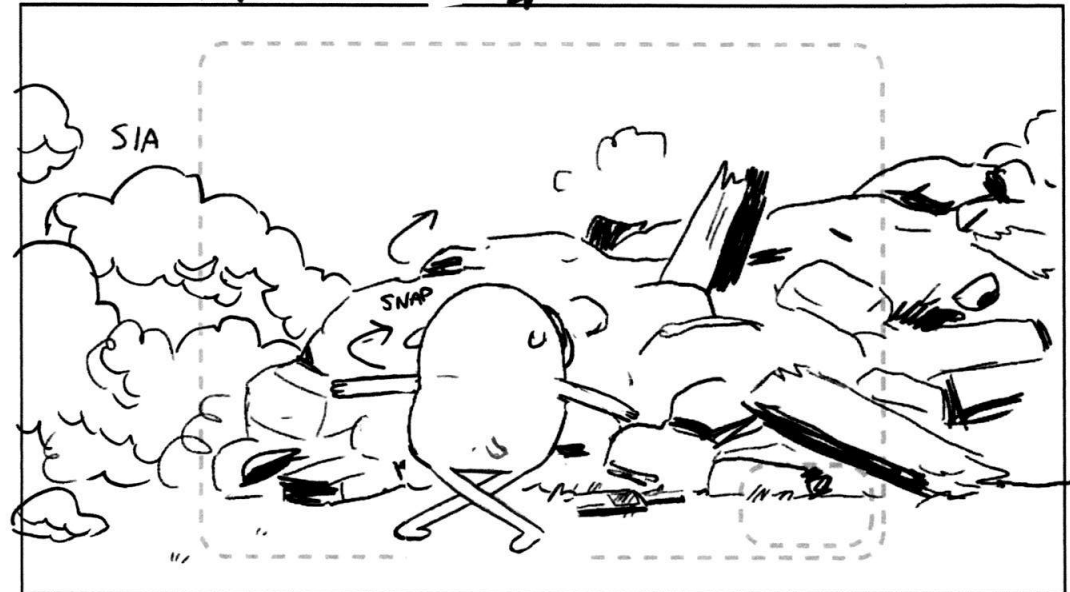


Page 216

Sc. 134 *CONT* Pnl. *H* Bg. day night



Sc. 134 *CONT* Pnl. *#* Bg. day night



Dialog:

Action:

Timing:

- SHACK COLLAPSES SUDDENLY. DUST CLOUD RISES.

- J. TURNS SUDDENLY.

MAR 20 2014

EPISODE # 1025-177

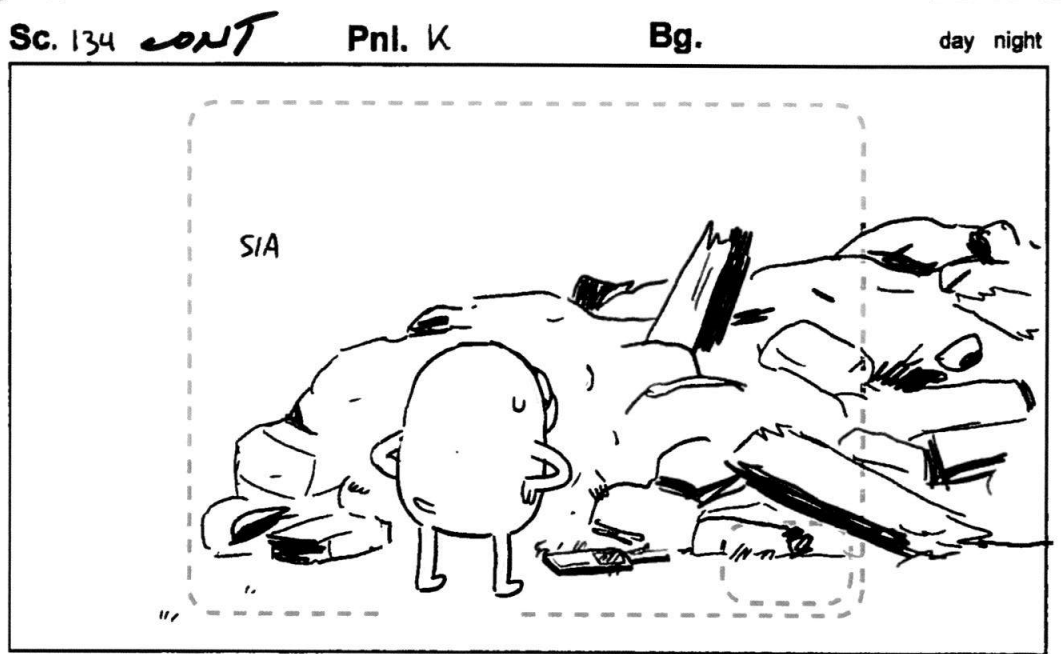
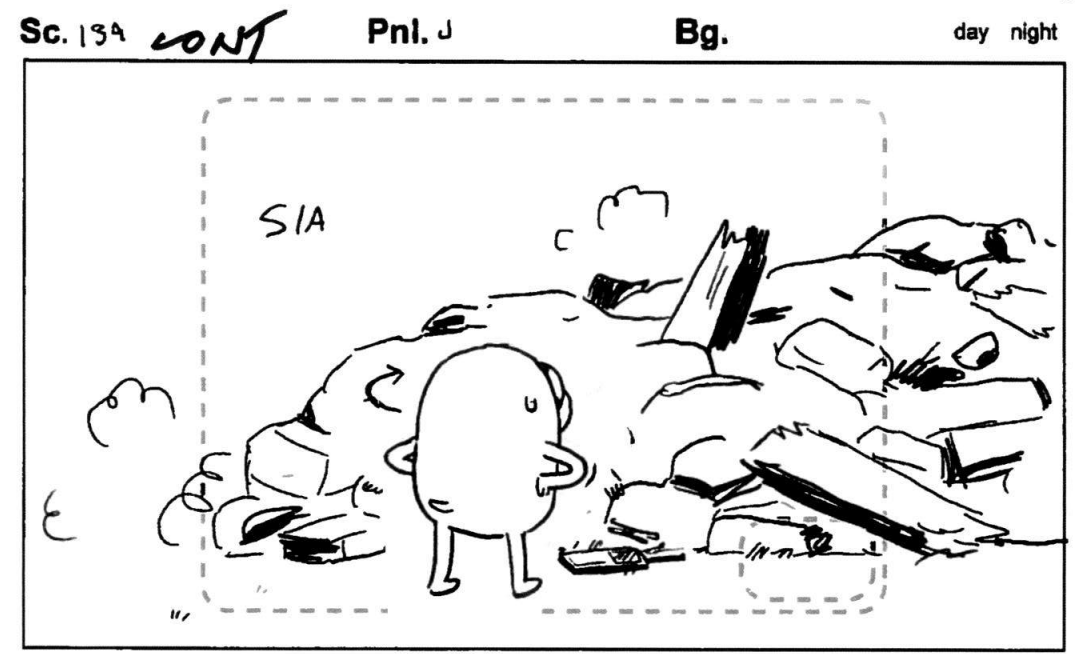
Production :

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ADVENTURE TIME



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Dialog:

J1 AWW.

Action:

- J TURNS HIS LEGS AROUND.

Timing:

J1  *J2* 

DUST SETTLES

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Production :

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ADVENTURE TIME




NO SC'S
135 - 138

Page 218
NO PGS 219-221
day night

Sc. 134 *cont* Pnl. L Bg. day night

Sc. 134 *cont* Pnl. M Bg. day night

Dialog:	F / (OS) JAKE ?	F / (OIS) JAKE? YOU THERE BUDDY? OVER.
Action:		J / HEY FINN.
Timing:		

EPISODE #

Production :

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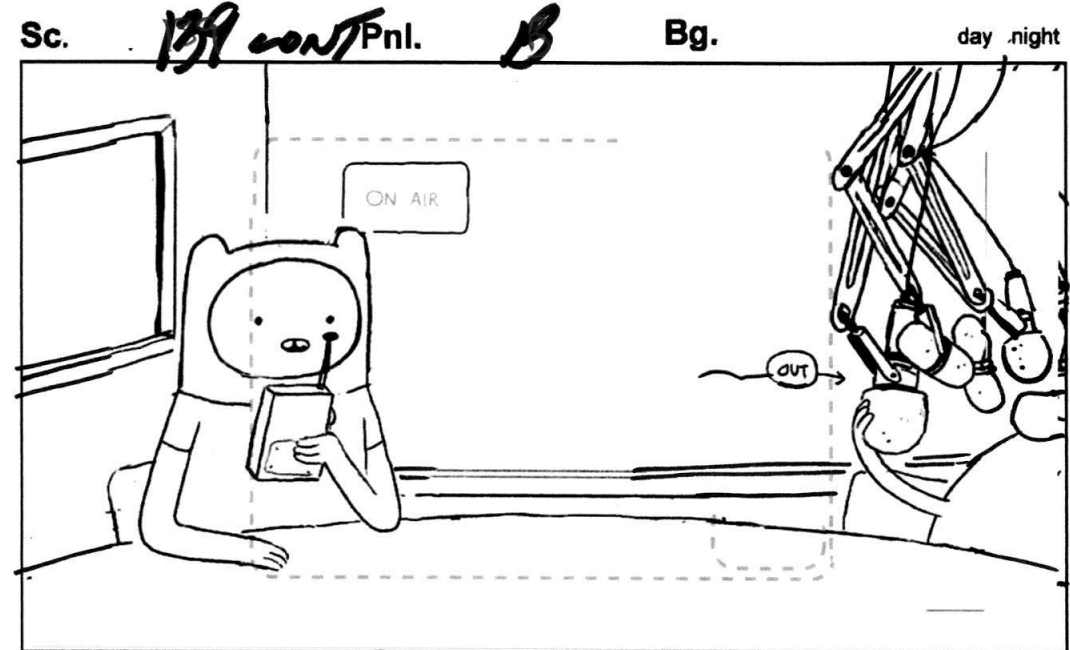
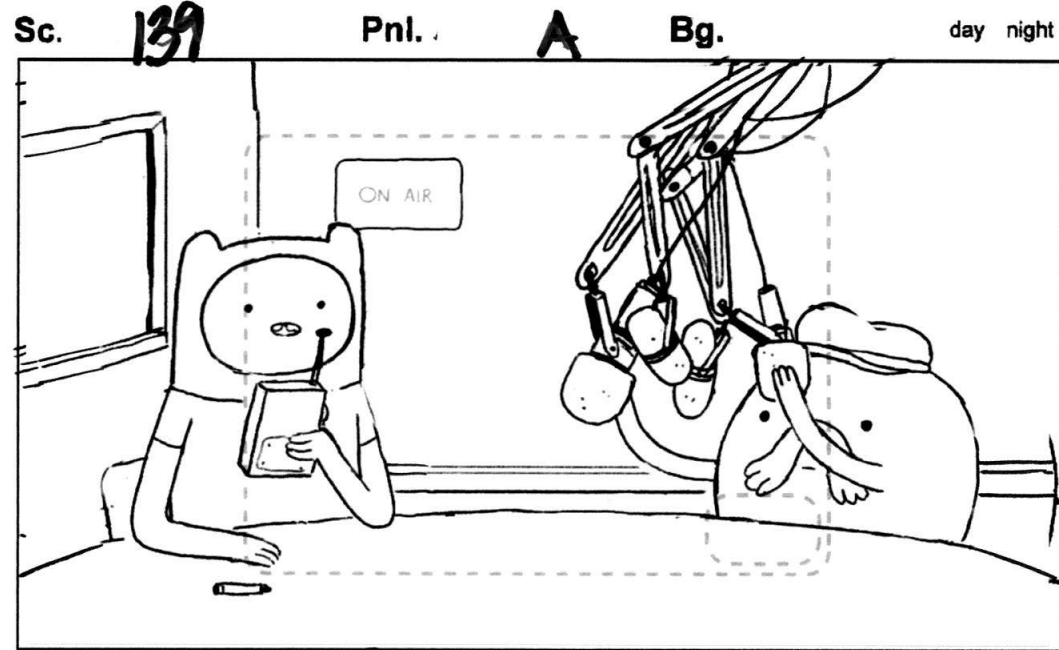
1025/177

ADVENTURE TIME



No Pgs. 219-221

Page 222



Dialog:

F / HEY MAN.



F / ARE YOU READY TO COME HOME?

Action:

- STARCHY WALKS OFF / S
W / MICROPHONES.

MAR 20 2014

Timing:

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EPISODE #

Production :

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1025/177

Cut

ADVENTURE TIME



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Cut

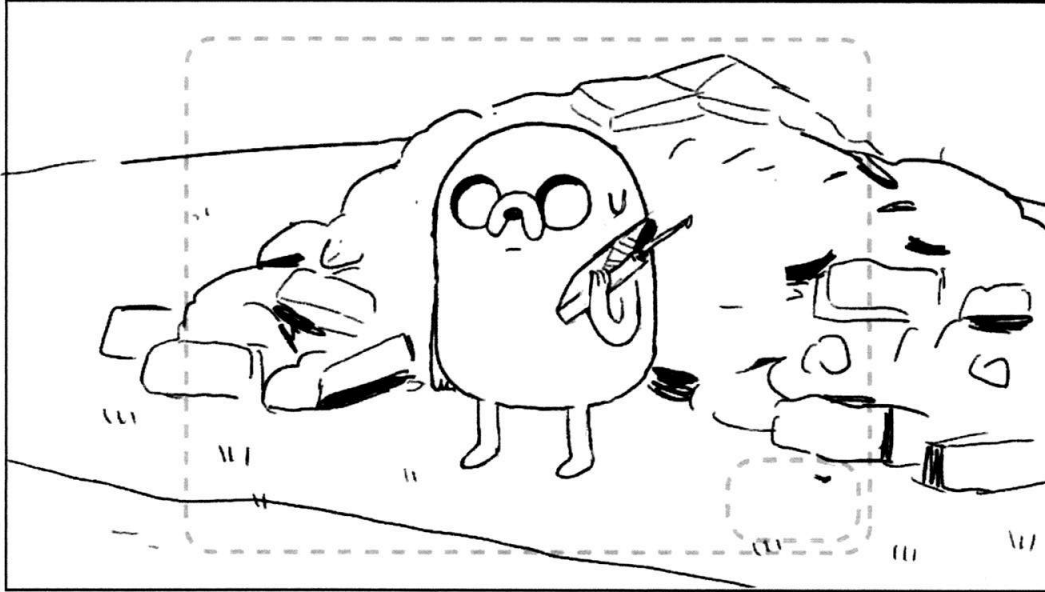
Sc. 140

Pnl.

A

Bg.

day night



Sc. 140

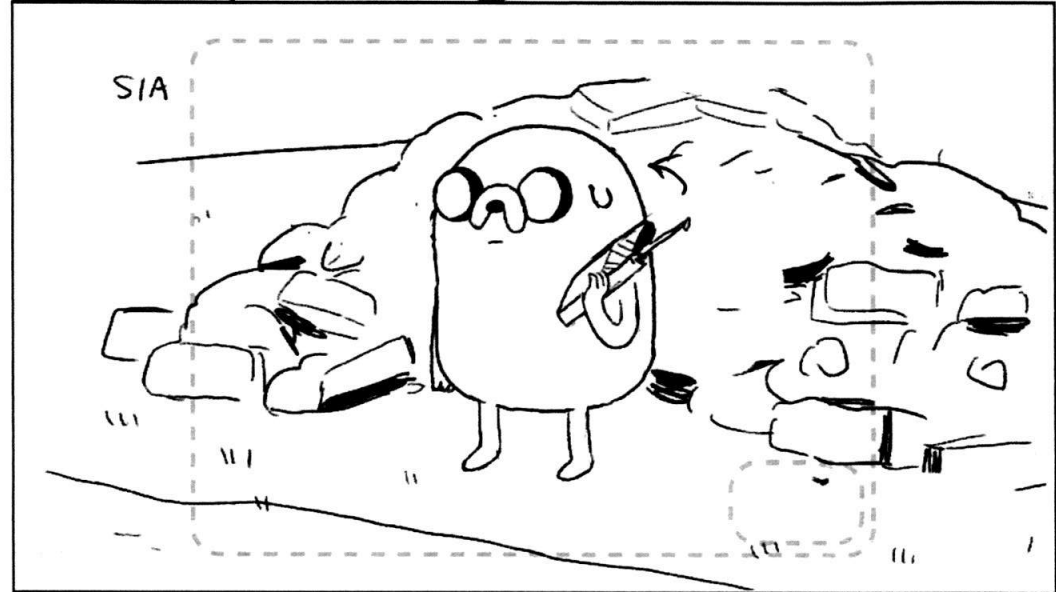
cont

Pnl.

B

Bg.

day night



Dialog:

Action:

- J LOOKS TOWARDS TREG.

MAR 20 2014

Timing:

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EPISODE #

Production :

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1025/177

Cut

ADVENTURE TIME



Cut

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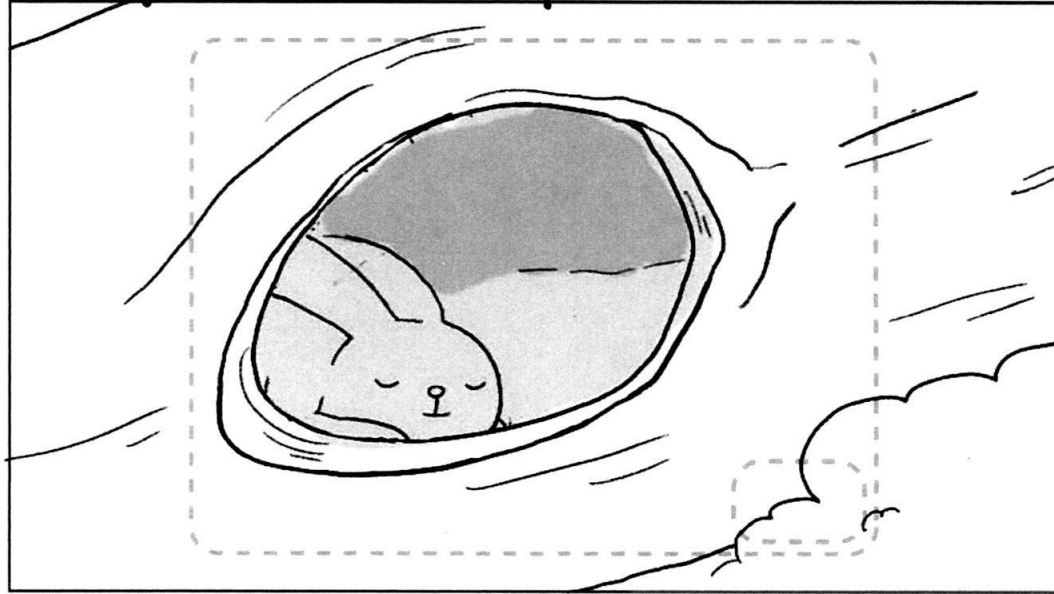
Sc. 141

Pnl.

A

Bg.

day night

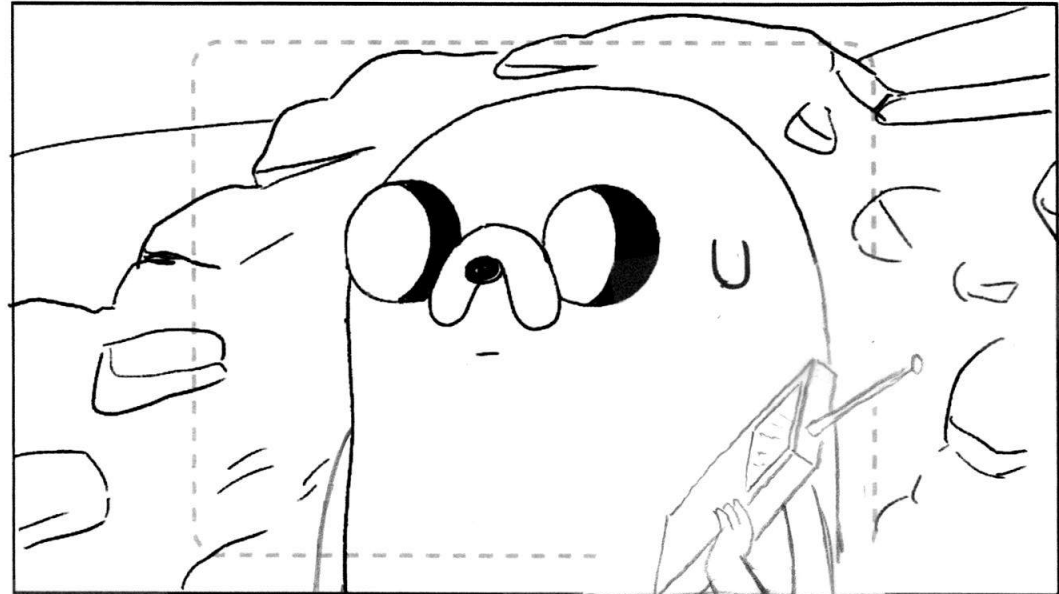


Sc. 142

Pnl. A

Bg.

day night



Dialog:

Action:

BUNNY SLEEPING

Timing:



WATER 2002004

1025-177

EPISODE #

Production :

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ADVENTURE TIME



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Sc. 142 *CONT*

Pnl. *B*

Bg.

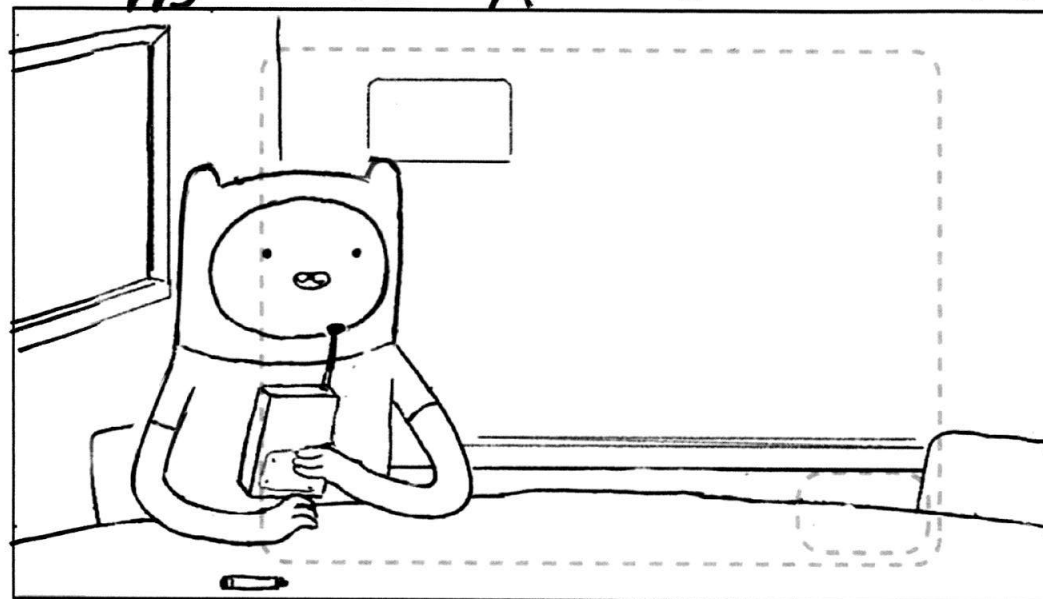
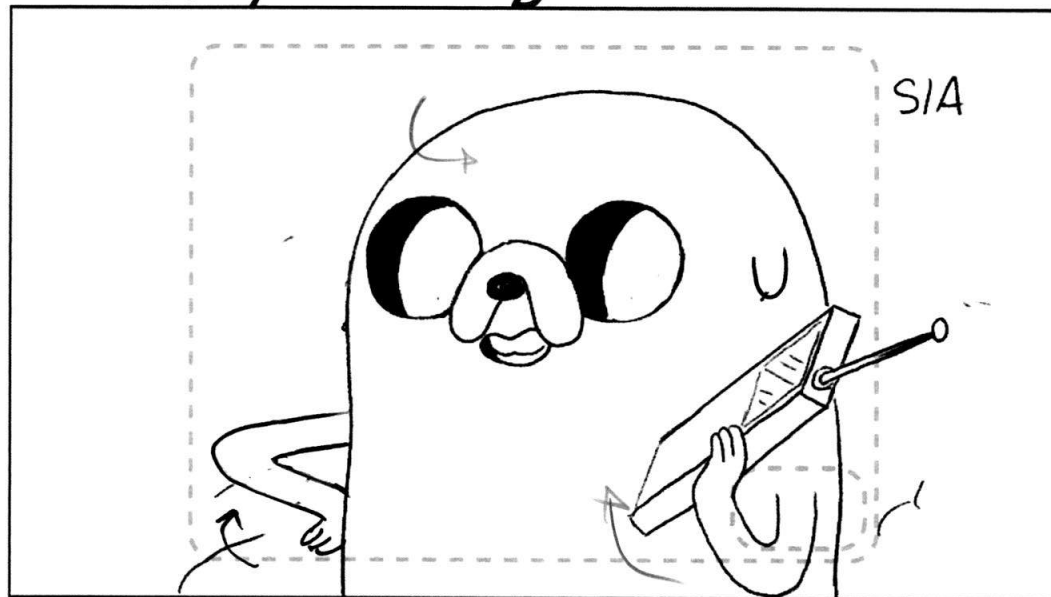
day night

Sc. *143*

Pnl. *A*

Bg.

day night



Dialog:

J/ THAT SOUNDS GOOD.

F/ AWESOME. SEE YOU SOON.

Action:

MAR 20 2014

Timing:

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EPISODE #

Production :

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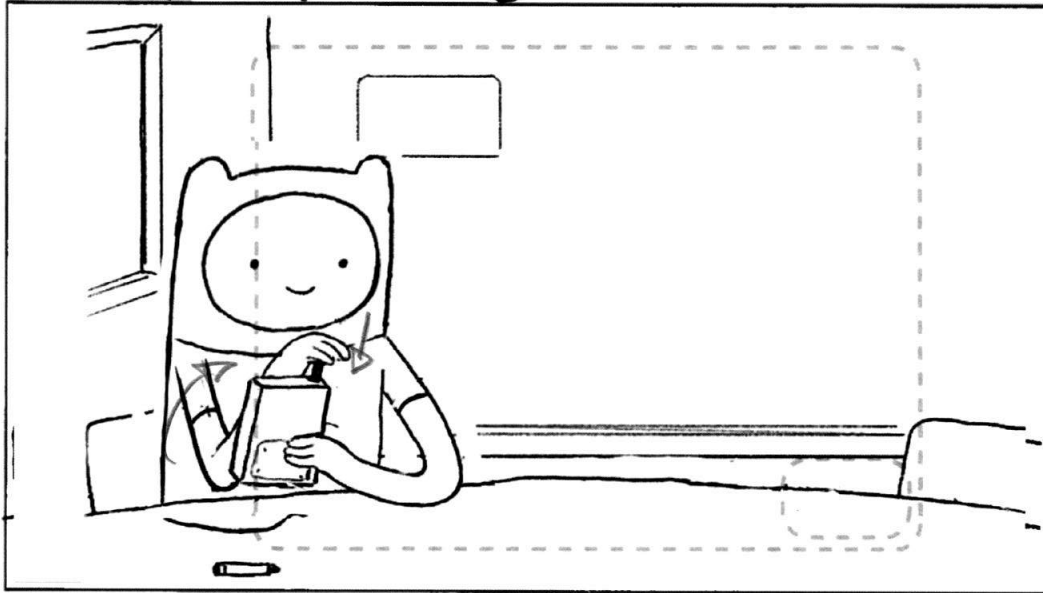
1025/177

ADVENTURE TIME

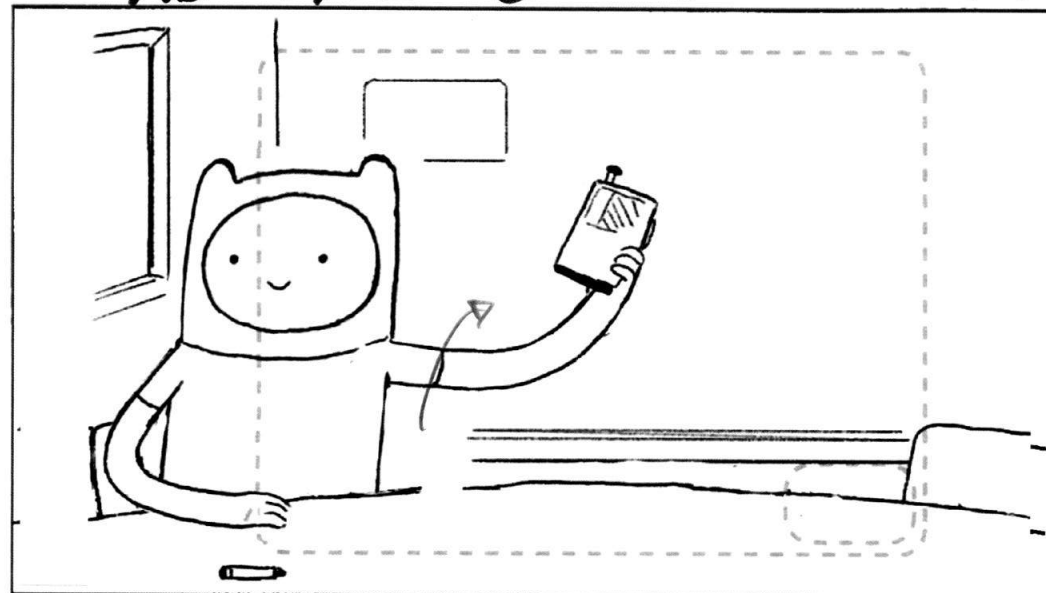


Page 226

Sc. 143 CONT Pnl. B Bg. day night



Sc. 143 CONT Pnl. C Bg. day night



Cut

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EPISODE #

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Dialog:		
Action:		
Timing:		

SFX / CLICK

F THROWS WALKIE TALKIE

MAR 20 2017

Production :

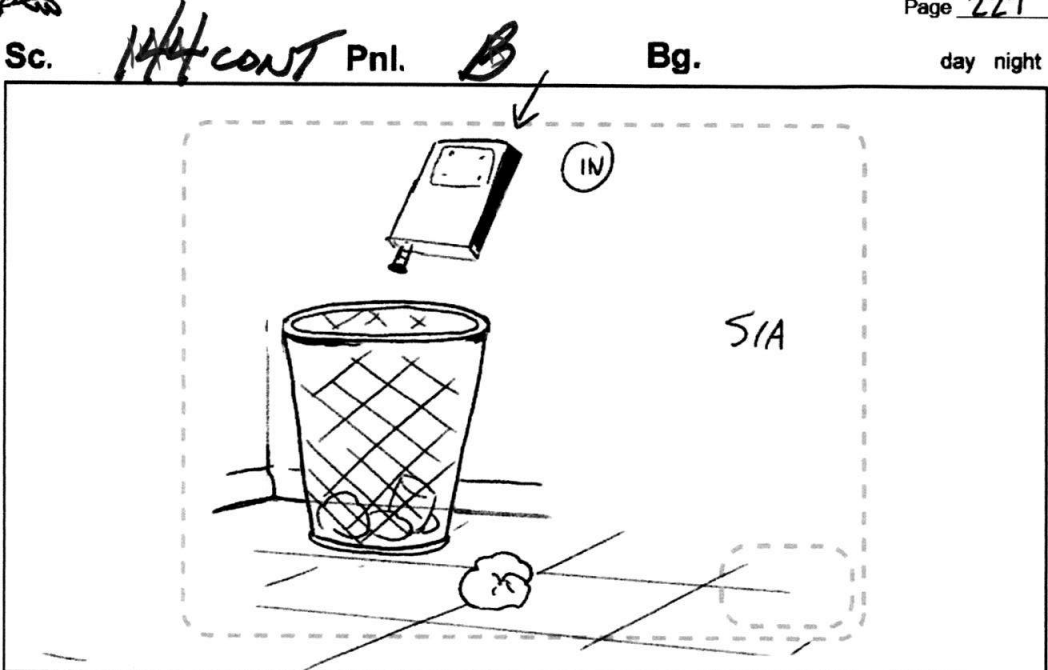
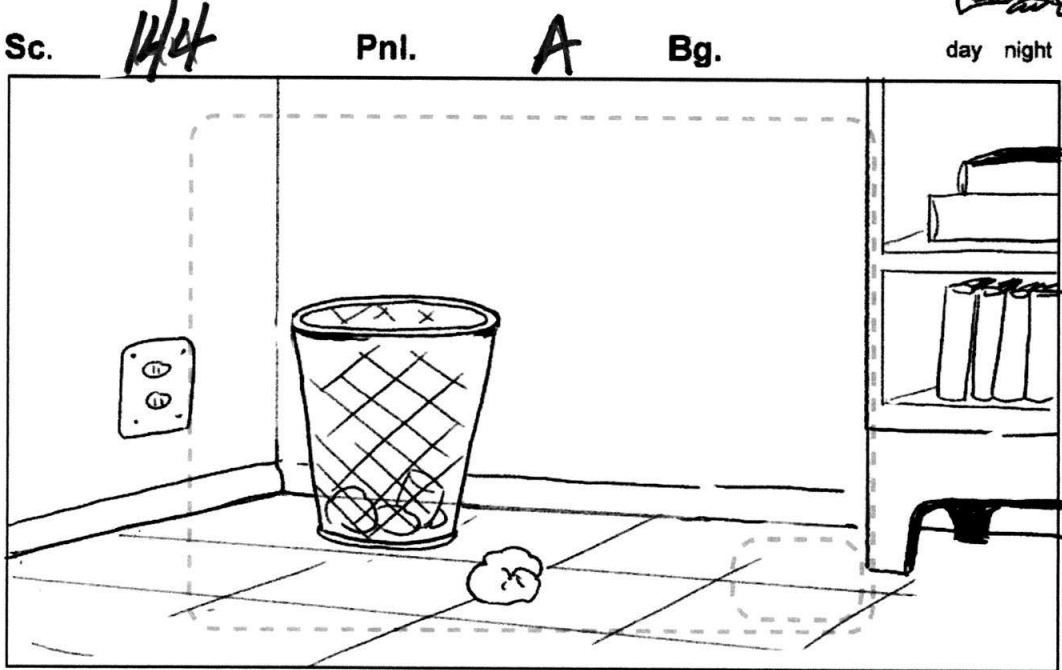
1025/177

1025/177

Cut

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ADVENTURE TIME



Dialog:
Action:
Timing:

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EPISODE #

Production :

ADVENTURE TIME



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Sc. 144 CONT Pnl. C Bg.

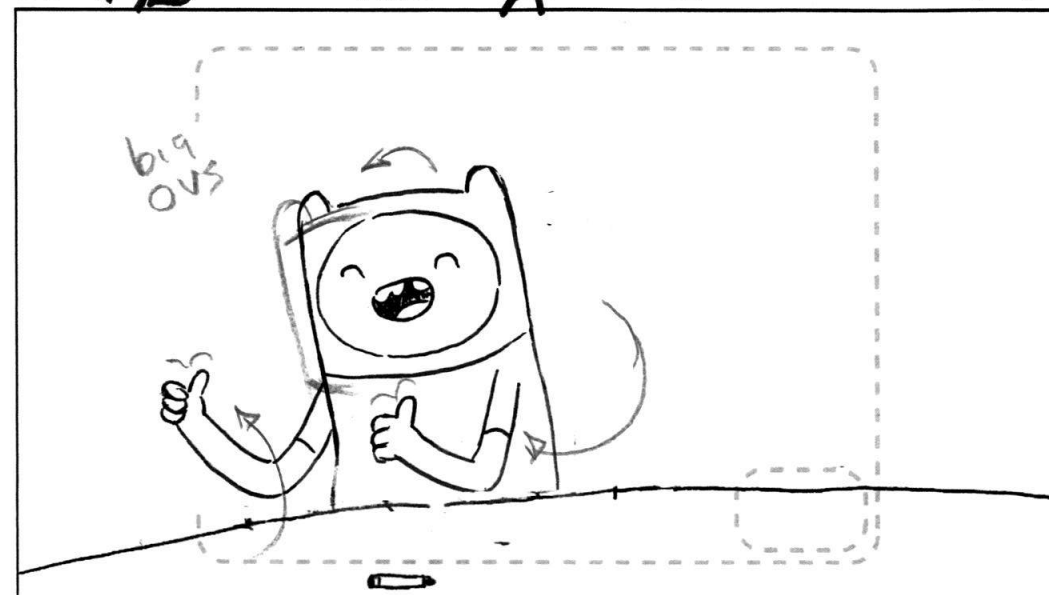
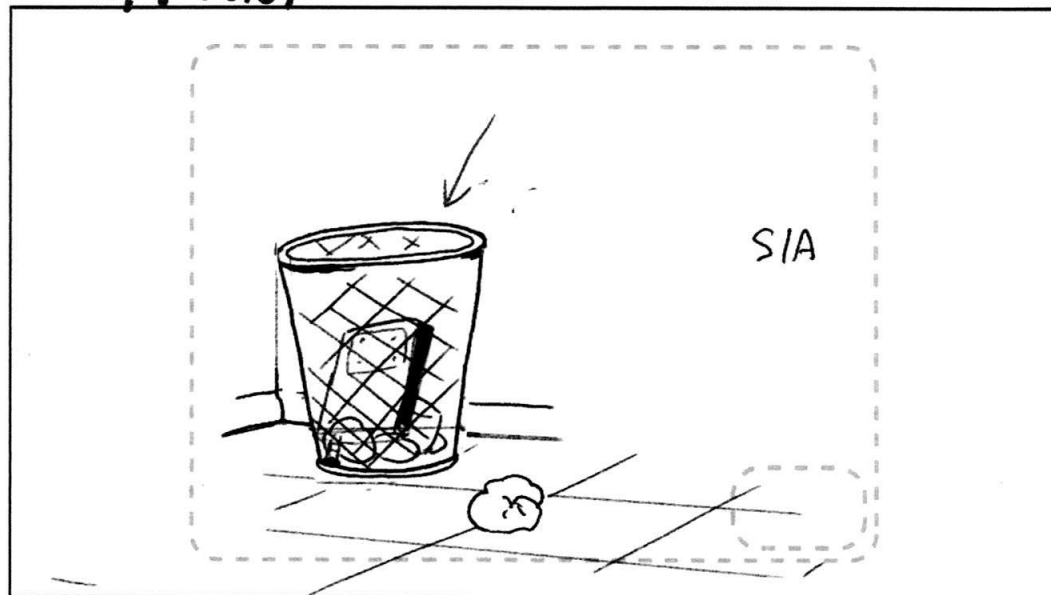
day night

Sc. 145

Pnl. A

Bg.

day night

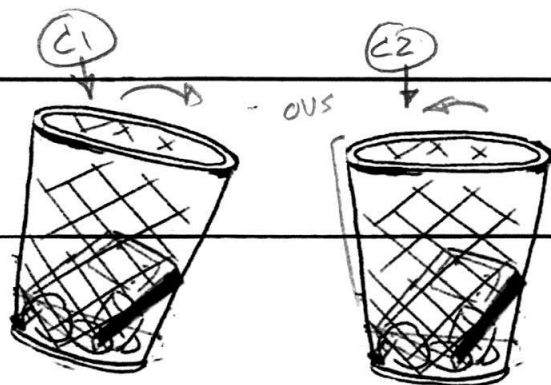


Dialog:

F/ Yusss!

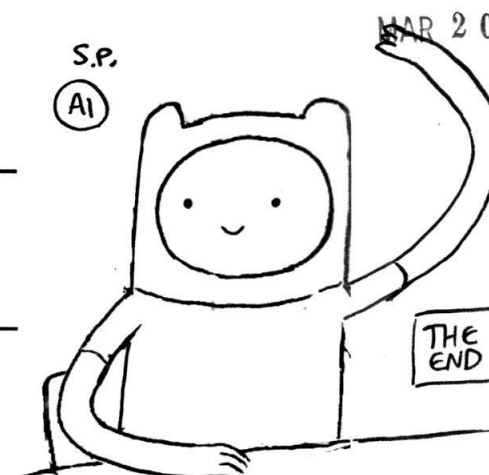
Action:

Timing:



-DOUBLE THUMBS UP.

S.P.
AI



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